Companion Jorune: Ardoth

After the Warp Flash of 3475 — The Eelshon She-evid

COMPANION JORUNE:

ARDOTH

SKYREALMS

FOREWORD

Companion Jorune: Ardoth is our in-depth introduction to Ardoth, capital city of Burdoth, premier city of Jorune. The walls of Ardoth have stood against the waves of Sychill Bay for more than three millennia. From its humble beginnings as a small harbor town, a safe haven from devastating shanthic attacks in the decades after the destruction of the Earth colony, Ardoth has grown to be the center of human culture on a strange, non-human world. Ardoth's walls now enclose more than three-hundred-thousand citizens from many different intelligent races. It is a point of interchange, the political center of a world with politics more bizarre than Earth could ever know. But it is Ardoth's own unique culture, its time-tested institutions of drenn and the dharsage throne, its varied and colorful neighborhoods and people that are the focus of this volume. We hope that Companion Jorune: Ardoth will convey not only factual information about Ardoth, but also an intuitive feel for what it is like to wander about and live in this thriving capital city. Ardoth can be your home away from home, a starting point for intriguing adventures throughout Journe.

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Contents based on SkyRealms of Jorune™
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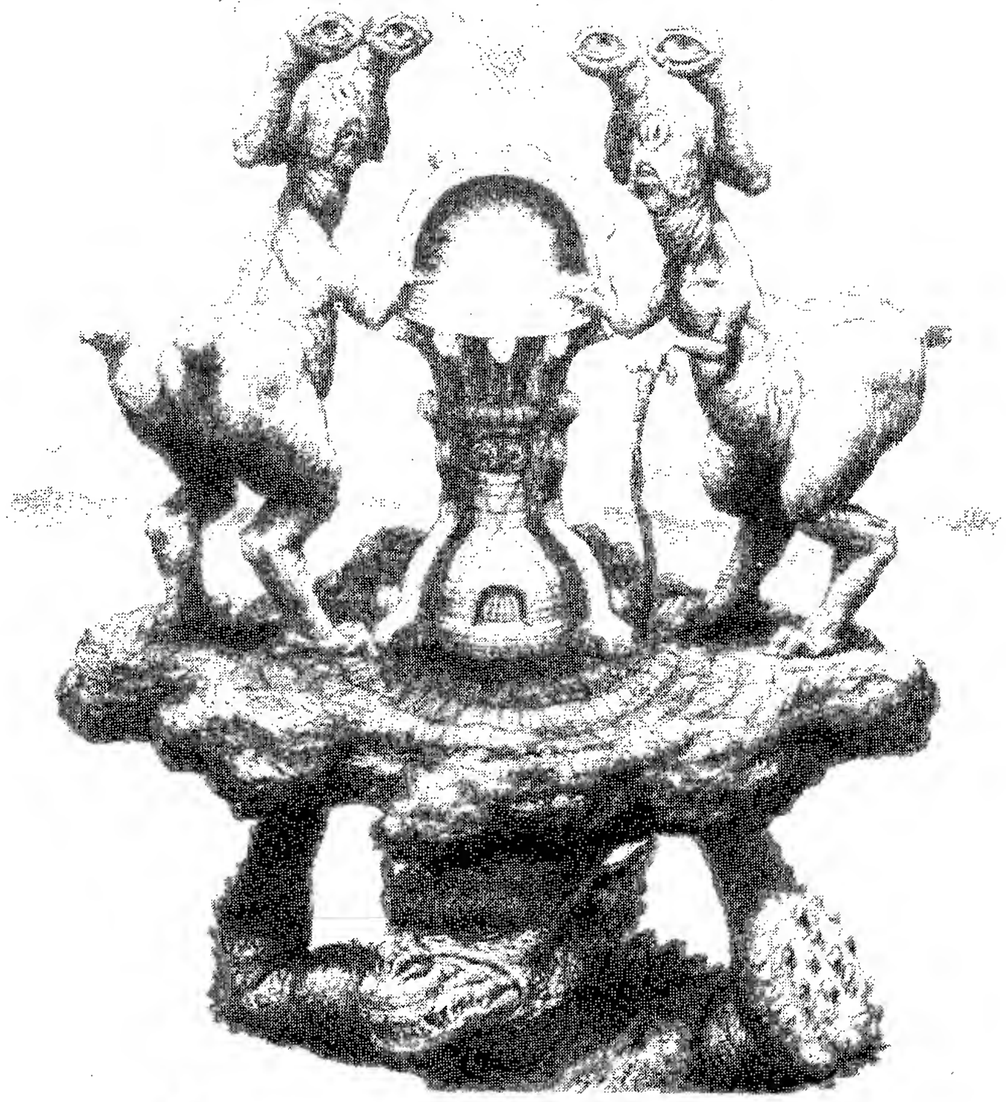
SkyRealms Publishing, Inc.
P. O. Box 5543
Berkeley, CA 94705

First Printing August 1987
Printed by Mission Printers in the USA

Dedicated to Frank Leker



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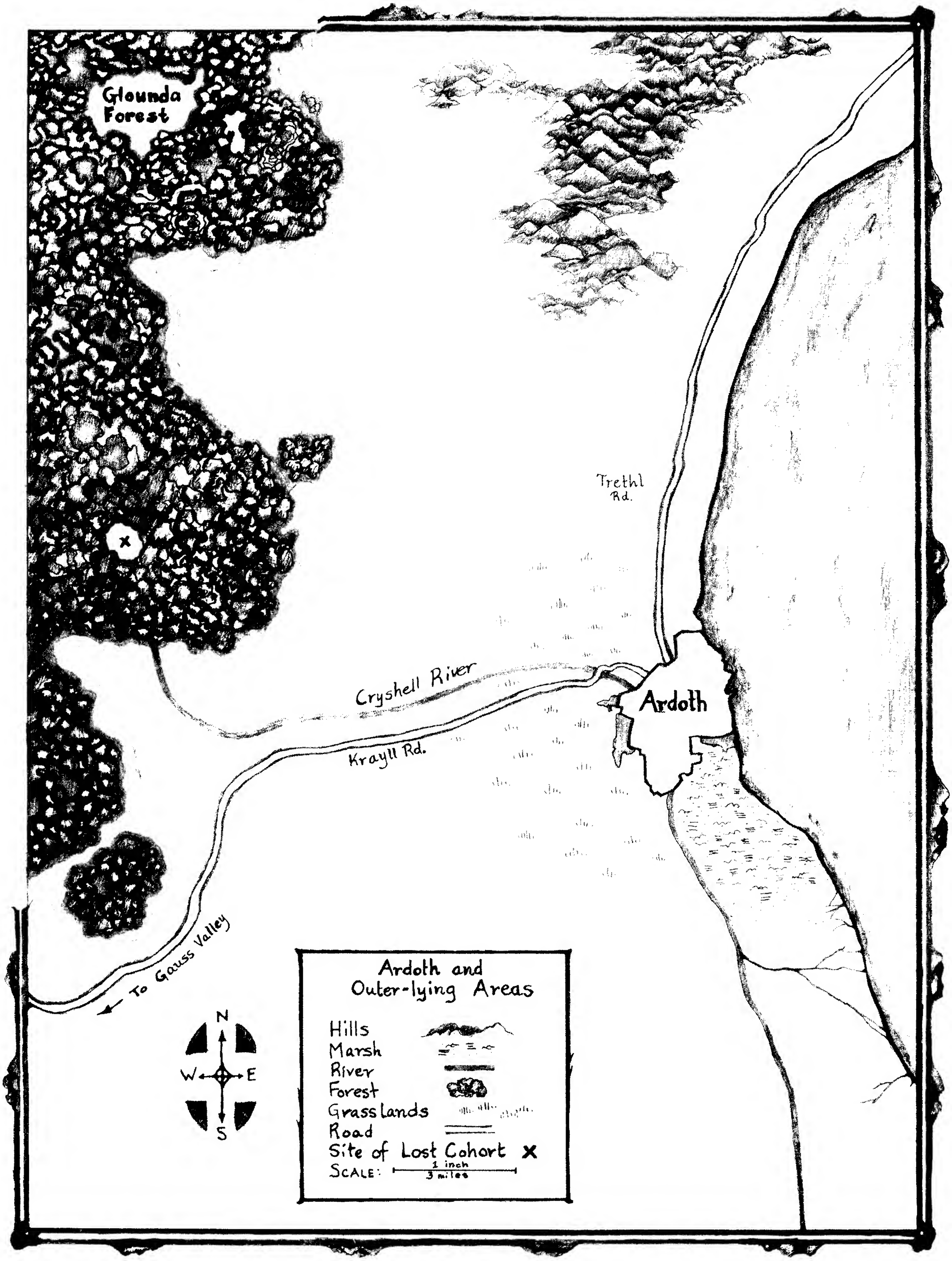
Gloumda Forest
Trethl Rd.
Cryshell River
Krayll Rd.
Ardoth
To Gauss Valley
Ardoth and Outer-lying Areas
Hills
Marsh
River
Forest
Grasslands
Road
Site of Lost Cohort
SCALE: 1 inch 3 miles
N
W
E
S

CHAPTER 1:
INTRODUCTION

Ardoth was written to take you away from the routine of outdoor campaigns and lonesome wanderings throughout Burdoth and beyond. The book detail the peoples, neighborhood, streets, structures, and history of Ardoth, Burdoth's seat of power. Provided are dozens of "Campaign Starters" to run your players through.

Though written with Jorune gaming in mind, Ardoth can serve you in a number of ways. The writing may inspire works of your own, or you may just enjoy the reading. If you intend to use Ardoth in another world, some background on Jorune may help place things in perspective. This brief synopsis will be helpful to people unfamiliar with Jorune, or those of you who just don't have your boxed set handy.

A BRIEF SYNOPSIS OF JORUNE HISTORY

The Earth colony traveled more than one-hundred light years to Jorune in 2155 A.D. The present realm of Burdoth occupies what was one of the main colony areas at that time. When global war broke out on Earth, supply ships to Jorune were halted, leaving the colony in dire need of minerals and land. The carefully negotiated treaties with the planet's native inhabitants, the shanthas, were quickly broken. Colonists overstepped their authority and began expanding into restricted areas. The devastating response of the shanthas resulted in the near demise of both races - humans through shanthic warp-attack, and shanthas through the human's insidious Bio-Tec creations. Earth has not been heard from since.

The time of the human/shanthic war is known as year 0 P.C. (zero, post colonization). Since that time, 3,486 years have passed. The present year on Jorune is 3487. Caches of Earth-Tec were discovered about fifty years ago, during the Energy Weapons War. Burdoth is now one realm under one leader, Khodre Dhardrenn, the dharsage of Burdoth.

Shanthas still exist, but are rarely seen. Ardoth survived as a city because of its warp-impervious nature; shanthas could not create warps into Ardoth to destroy the humans there. The shanthas of 3486 have accepted the past, as have humans of this day. The two races are no longer openly at odds with each other.

A BRIEF HISTORY OF ARDOTH

(0-300): Humans became wanderers after the human/shanthic war, constantly on the move. Those who remained in one place faced the opening of shanthic warps and the reign of destruction they wrought. Earth-Tec was abandoned as humans saw more and more of their blaster-toting friends killed by orbs emerging from shanthic warps. Humans lived like scavengers, traveling in bands from camp to camp until they discovered a place where neither warps nor shanthas were ever seen. This place became a bastion for human life, a safe haven, or "Ardoth," as it is called.

(600): Life in Ardoth was unpredictable during its first millennia as a city. Peoples from the eastern coast of Burdoth, the Jar'hars, raided the city several times before a wall was erected around the city's keep. But even after the problem with the Jar'hars, there were the unpredictable high tides, the strong winds that ripped roofs off of homes, and the intermittent storms of light in the sky that caused discomfort, especially for humans of smaller stature. The tides sent waves crashing into shore, sweeping away buildings and their foundations. A sea wall was begun that would take many hundreds of years to complete, but would offer protection from the tides. Ardoth's strong winds prompted new styles of buildings that stressed stone construction. The fiery skies were feared, but caused the city no harm.

It was in these early years of Ardoth that terms like "drenn" and "kesht" and "dharsage" came into use. Those who aided in the construction of the sea wall or helped maintain the city's keep could be elevated to the status of drenn by their peers. Kesht was reserved for heroes and great civic leaders. This social institution led to the formal drenn system used today and the formation of the dharsage throne. Drenn would be recognized as those whose services had benefited the city, and the dharsage of Ardoth was the city's military leader. Only drenn and kesht could hold a claim to land or elect the city's leaders.

(1100): After the initial years of struggle had passed, Ardoth was on its way to developing a civilization. Trade with nearby towns eventually reached the Gauss Valley, where durlig is cultivated. This odiferous plant was at first laughed at by the Ardothians, who would have nothing to do with the foul root. Durlig was eventually accepted as its benefits became known. It was a large, hearty plant that could survive cold winters and provide more nourishment than the seafood staples of the Ardothians. It also cured numerous ailments and the children who ate it thrived.

(1200 to 1700) Years of famine and plague bring the growth of human settlements to a standstill. Records of much of this time do not exist, save to document the great plague that swept through all the known occupied lands. For centuries, Ardoth was more a camp of disease than a safe haven from shanthas. Many left the city as wanderers, taking to Glounda, the Doben-al, and even the East Trinnu Jungle Lands.

(1740, 2934, 2988, 3006): Records of this period are vague. Though humans were recovering from an era of plague, their populations were small, and there was little progress.

The crugar threat from the far west caught up with Ardoth from time to time. Assaults came from Temauntro every few generations, sparked on by a new, charismatic leader. The crugar repeatedly tried to drive the Ardothians from their

homes, partially out of religious fervor laid down by their ancestors ages ago. "The city overlooking the far sea shall be yours." These words of Chalma Crawm, the crugar sayer, have everlocked the crugar's path with Ardoth. Even after the building of the city "Chaln Imagri" on Temauntro's west coast in 3200, the crugar made another attempt to take Ardoth, this time in 3437.

Still of significance to the Ardothians was the invasion of 3007. The city was under siege, cut off from help and at its knees. The arrival of a Heridothian legion under the leadership of Learric Shandane drove away the crugar and made way for reconstruction (Day Shandane is the celebration of Ardoth's rescue). Though loyal to the people of Sholis, Shandane wanted its present ruler deposed. He raised Ardoth's army to greatness and led them into battle against the Heridothians on the Hie Plains. Though the war never saw resolution, it was the beginning of Heridoth's downfall.

(3113): The Ramian Invasion of 3113, set forth from Voligire, launched the entire realm of Burdoth into war. Although the ramian directed their efforts primarily at Burdoth's northern coast, Burdothian ships in Ardoth Bay fell under attack, as eventually did the city. Ardoth struck back with astonishing resilience and eventually overcame the invading fleet, but ramian landing parties had already begun their conquest of the realm's interior. Ardoth eventually drove the ramian from the Sychill province, after decades of war, leaving dharsage forces in control. The same was true of the Lusail region until its native population overthrew Ardoth's overbearing military presence.

(3437): Eventually, the crugar returned en masse, first destroying cities in the Gauss Valley, and then venturing further east to Ardoth. Again the city was under siege, and again on its knees. This time though, it was the discovery of Earth-Tec weapons, found in an underground cache, that made possible the defeat of the crugar. Energy weapon wielding Khodre Allonkarb (the dharsage ruler of Burdoth at the time) drove the crugar across the Doben-al, back to Temauntro. Upon return to Ardoth, Prince Khodre stepped up his involvement in a war in Heridoth, spurred on by his Heridothian cousin, Yan Gizer Tarsory. This attempt at power brought Burdoth into what is now referred to as the Energy Weapons War, which eventually stalemated in the valleys of Heridoth. By the war's end, Ardoth's powers and sphere of influence had grown substantially. With its energy weapon arsenal, Ardoth became Jorune's most powerful city. (See "Energy Weapons War" in Companion Jorune: Burdoth, pages 44-49).

(3445): The Energy Weapons War eventually ended in a stalemate. Terms of mutual cease of hostilities were negotiated between Khodre Allonkarb, Harboh, the bronth general, and the thriddle Klein Ko-Trid on the island of Curili. Under the provisions of the "Klein-Khodre Accord," the dharsage was required to give up claim to Heridoth, the Doben-al, and most of what was then claimed as Burdoth. The accord required little sacrifice to Khodre, as the ravaged lands of Heridoth offered no reward. The Doben-al was mainly barren, and the other Burdothian provinces made clear their desire to unify voluntarily under Ardoth and its arsenal of energy weapons.

(3475): For the first time in Ardoth's history under human occupation, the creation of warps became possible for a short period of time. The city was then vulnerable to the same attacks via warp that destroyed the original colonies. The disturbance lasted only a few weeks but prompted investigation for years. The "Warp-Flash of 3475" took place shortly after the disappearance and assumed destruction of 400 men in Glounda Forest outside the city. (The Warp-Flash is described later in detail).

PRESENT DAY ARDOTH

The year 3487 has been especially rich with discovery. The thriddle have discovered underground ruins in a slum-like part of Ardoth known as "Mah Ashalta-Ca." Passageways lead to vast underground crystal constructions that some theorize keep Ardoth warp-free. This secret is tightly controlled and known to few. These, and other important current events are described below.

Lamorri Ruins

The remains of a large underground complex have been discovered in Lower Manser in Ardoth, a place the shanthas call Mah Ashalta-Ca, which translates, "Heart of the Darkness." The ground here has been sinking for centuries, but it has been only in the last decade that entrances to the underground complex have been discovered, and it is only now that these ruins have been identified as labors of the lamorri - great forebears to the ramian. Though the region is nearly inaccessible, members of the Ardoth Guard are occasional escorts to thriddle who take measurements and study the area underground and its underwater passageways. Few paid attention to this area before the Warp-Flash of 3475, when, for a short time, Ardoth became susceptible to warps.

Glounda Road

Ardoth has long desired a road into the Glounda Forest directly north of the city, one that would bypass the detour through Allidoth. It would make for more direct transit to the city of Glounda and increase the mobility and flexibility of the regiment stationed there. Work was slated to begin in 3475, but was halted abruptly just before the Warp Flash of 3475 when an entire cohort (400 men) disappeared in Glounda leaving barely a trace. That military force had been sent as an expedition to search for best road pathways. Work again resumed in 3486 and is currently progressing. Upon anticipated completion in 3496, the roadway will stretch 180 kilometers (110 miles) and offer rest stops for military transports.

Earth-Tec in the society

The year 3482 saw the discovery of two new Earth-Tec caches; one was located in Temauntro, the other's actual location is unknown, but is deep underground and presumed to be somewhere in Lundere (this second find can be accessed only by warp). Portions of this find have only recently begun to reach Ardoth after being examined on the Shendarri SkyRealm for three to four years. This new abundance of energy weapons has made it gradually easier for the dharsage to license out their use to Drenn. The late 80's are beginning to see the emergence of a new type of drenn: the blaster slinging, socially unaware Ardothian traveler who faces great resentment abroad. The dharsage is taking new steps to ensure that those carrying the weapons are responsible and capable of adequately representing the dharsage. Firearm proficiency tests, foreign etiquette exams for those intending travel, and intensive questioning ac-

company the issuance of any energy weapon.

An Earth-Tec service increasingly more available is the Tec-Gens recharge service. Tec-Gens are fusion generators used to recharge power cells and function cells. The capital cities of each Burdothian province are equipped with one or more Tec-Gens. Price paid for this service is 1 gemlink for a function cell, 10 gemlinks for a power cell. The service takes under a minute and is available at the Dharsage Office of Earth-Tec, usually nearby the city's chell's office. This is one of the small favors that Khodre Allonkarb, the previous dharsage of Burdoth, used to unify the realm under his rule. His son, Khodre Dhardrenn, continues this tradition.

NEIGHBORING CITIES

Ardoth is near a number of other cities. These include Monerey, Coise, Koistra, Allidoth, Hoit, and Sutor. There are also fishing villages on the coast-line, both above and below the city. Detailed descriptions can be found in Companion Jorune: Burdoth, but a brief synopsis of each have been included here:

Monerey: A pleasant coastal community that raises thombos for Ardothian consumption. Thombos are driven once each season to Ardoth for slaughter and riding stock. Muadra are unwelcome here. Excellent stone quarries for Ardoth's walls and city constructions.

Hoit: Another stone quarry set in a small fishing village.

Coise: South of Ardoth, Coise is a mining town where many muadra spent the duration of the Energy Weapons War after their expulsion from Ardoth. Large dharmies infest the lands here.

Koistra: One of Jorune's oldest cities. Located in Heridoth, Koistra was spared most of the destruction of the Energy Weapons War. Now it is a major port, exporting exotic spices from the nearby Curili and Dosoi islands.

Allidoth: Excellent stone quarries available here. Many of the muadra expelled from Ardoth during the Energy Weapons War took refuge in Allidoth. There is still a high percentage of muadra here.

Sutor: A small town located in the Glounda Forest, just outside the Gauss Valley.

Fishing villages: Shandy, Kurlain, Bow, Laithereen, and Shuka.

Southern farm lands

There are a number of lerrins and dharlerins located in the south fields of Ardoth. They arrived in the start of the seventeen hundreds (P.C.), at the time of a plague in the Guass Valley. Here are a few of the farms engaged in durlig harvesting:

Tantakka Dharlerin	Lerrin: Kowester
Lerrin: Samper-laine	Lerrin: Herrisail
Lerrin: Shoulies	Lerrin: Yurrka
The Bream Flat Dharlerin	Dan Famber's Dharlerin

Note: A lerrin is a farm; a Dharlerin is a plantation.

INSTITUTIONS

These are a few Ardothian/Burdothian institutions that will keep cropping up in various parts of this and other Jorune books.

Dharsage: Ruler of the realm. Khodre Dhardrenn is the Dharsage of Burdoth. The dharsage palace is located in the northern quarters of the Ardothian citadel.

Ardothian Council: An institution established in 3445 by the Klein-Khodre Accord. This body of 11 representatives from various realms and provinces keeps an eye on the dharsage.

Chell: The chell is the mayor of a city. The current Chell of Ardoth is Rhan Trohan.

Drenn/Tauther System: Formal citizens of the realm of Burdoth are "drenn." Those attempting their drenn are "tauther." The process of attaining drennship is called "tothis." Only formal citizens may serve on kims, have access to Earth-Tec devices, hold land, and vote in civic elections.

Yords: The police, or city guards. The most elite of the yords are the Ardoth Guard (the "Red Capes").

Kim: A local council for the members of a neighborhood. Kim members must be drenn and are elected by the residents of the neighborhood. Kim representatives report to the chell. A small kim is called a "kimmit." Yords are given their instructions by the kims, but are ultimately responsible to the chell.

Klades: The klades are both communal child-rearing groups and trade guilds, often combined into a self perpetuating community. A tailor's klade for instance, would involve perhaps ten families all living on the same piece of land, raising their families together, and sewing coditch-husk cloaks. The concept of the klade was born in the Gauss Valley and eventually migrated to Ardoth.

Clep: A clep is a store or a shop where goods can be purchased. An "inclep" is an inn or tavern. An "enclep" is the business of a healer.

Iscin Institutions: Iscin was the much revered Earth colony biologist given the task of creating a plant with all human nutritive needs (hence, durlig). After the colony's destruction, left to this lab, Iscin created blount, crugar, woffen, bronth, and tologra. The name "iscin" is now taken to mean "person of great learning." An iscin is a scientist. The main iscin halls of learning are located in Gauss, Ardoth, S'Nabla, D'Loo, and Tan-Iricid. Iscin are mainly human, boccord, woffen, bronth, and salu, in that order. The iscin institutions are greatly respected. Many city-dwelling parents would be happy if their children grew up and became Iscin (country and wilderness dwellers usually pursue more physical careers).

The Shen: The main Shen house is located in the Es'Wother neighborhood. It was built to house mainly woffen, but conforms to size and shapes of many races. This Shen was built to house diplomats from other realms and provide a base for a consulate in Ardoth for woffen. In the Shen, bronth housing is tall, thriddle live in coddins (thriddle huts), salu have their tanker bins (huge tubs of circulating water), woffen have their

shenters, crugar have their safety, and the occasional scarmis their chwi-kich (high root-bushes to scrape against). Another Shen section was built to house the huge influx of thriddle seeking information about the Warp Flash of 3475.

WHAT EVERY CHILD KNOWS

Although children on Jorune do not have the benefit of Sky-Realms Publications (save perhaps the Tauther Guide), virtually any kid is going to know the lore of Iscin, Bomoveris, Paul Gauss, his son Khaun, Mayatrish, Caji Gends, Sho-Copra Tra, Shandane, Khodre Allonkarb, Yesmire Tarsory, and his son, San Amancle Tarsory, and scores of others. All children know how to count - with the same Arabic numbers that their forefather's used. Most kids know something about a few of the religions, particularly the Isho and Moon Religions, the Earth religions, the Iscin/Human religions and the Iscin/Animal religions. In the upper-class neighborhoods all children go to school and learn to read and write. Children learn about the dharsage, the council, the chell and the yords. They learn about their history, not including details of the human/shanthic war. Children learn at an early age the secret of durlig's awful taste. The Warp Flash of 3475 and the reports of the Eelshon She-evid are taught only at progressive schools. Kids know that thivin gamble, woffen drink in their shenters, and that thriddle are good teachers.

WEATHER

The weather in Ardoth varies from the warm summer months of Mullin, to the frigid winters of Crith. Rather than extremes in temperature, Ardoth is known for its strong winds, and tides, and its occasional Isho storms. All have wreaked terrible destruction upon the city.

The Winds and Waves

The four seasons, Eris (Spring), Mullin (Summer), Auss (Fall), and Crith (Winter) are more mild than the seasons on Earth due to Jorune's small 16 degree axial tilt. The winds usually start in late Mullin (Summer) and build to their peak in Auss (Fall). Most years are calm and the city sustains no damage. During some of the years marred by disaster, buildings have lost their roofs or been blown over, ships have capsized and sunk, people have been blown over Ardoth's sea wall into the bay, loose sections of wall have cracked and fallen - sometimes onto buildings or homes - and the bay has spouted violent tides. The worst years have been those when moon alignments directly coincided with wind activity. Huge waves have crashed onto the sea wall. In the years before the wall's construction, sections of the city were washed away to sea. Even now, the major alignments every 465 years are feared.

Isho Storms

Isho storms are not infrequent in and around Ardoth. Usually originating in the Glounda Forest, they illuminate the sky with firedance, brighter and more colorful than the Aurora Borealis of Earth - but destructive. The strongest surges in the Isho usually occur during the colder months of Crith but there is never a time when Ardoth is completely safe from such activity.

Isho sensitive creatures experience a surge in Isho during these storms, raising them to double or triple their natural absorption. This can result in discomfort or pain for muadra and caji, though humans with higher Isho ratings may be affected as well. Any creature normally with 15 or more Isho Points will be afflicted to some degree. Thriddle especially, suffer during these times. Kerning is the best means of relieving the pain, but unfortunately, most humans are unfamiliar with the process and become grouchy and irritable as the storms rage on. The streets clear about the time that the first deafening crackles come from the sky - only muadra and caji will be seen on the streets during a storm, walking to or from a kerning bay. There are stories of homes catching fire from uncontrollable muadra discharges.

THE LAND UPON WHICH THE CITY WAS BUILT

The city of Ardoth is located upon high ground overlooking Ardoth Bay. Most of the soil that the city is built upon is stable, save that of Lower Manser, which continues to sink further with each passing year. Once a suburb of the citadel, this section of the city is now a bog, complete with stagnant ponds and fog.

The city's sea wall separates Ardoth from the sharp edge of the ocean. Cliffs are very steep in areas, leading to drops of nearly one-hundred feet. The highest points in the city are the Dharsage Palace, the Financial District, and the Ellelsh and Danes Neighborhoods. The embankment that the city is built upon is steepest to the north and falls off gradually to the south. Ardoth's South Side is at sea-level.

The city's water supply comes from both the Cryshell River and from wells that tap into the underground water table. River water tastes good, as does mountain water, while Ardothian well water is laden with a poor tasting combination of salts and minerals. The source of warmth that heats the pools of Lower Manser (or Mah Ashalta-Ca) remains a mystery.

THE CALENDAR YEAR

The year is broken down into four seasons, brought about by Jorune's axial tilt of 16 degrees. The seasons are Eris, Mullin, Auss, and Crith (Spring, Summer, Fall and Winter). The year's division into lunar months mimics that of the shanthic calendar.

The terms "day" and "hours" are still used. Days are approximately 27 Earth hours long, but on Jorune, the "hour" represents about 72 minutes of time, making the 24 "Jorune hours" 12% longer than Earth's. There are still the same number of hours in a day (24), but each hour is composed of 72 minutes.

Moon:	Revolution	Used for	Eccentricity	Orbital Inclination
Shal:	40.5 days	months	slight	3°
Ebba:	4 days	hours	slight	15°
Du:	81 days	seasons	great	4°
Gobey:	17 days	alignments	medium	1°
Desti:	55 days	alignments	great	12°
Launtra:	7 days	week day	slight	0°
Tra:	2 days	hours	slight	5°

One "Jorune year" is 324 days long and is broken down into four seasons, 81 days each. This period coincides with the period of the moon Du and is the basis of the basic calendar. Each season, Eris, Mullin, Auss, and Crith are broken down into two Shal periods of 40.5 days each. Official documents specify "Season name, days into season," but "Season name, Shal period, days in Shal, year" is more common. Here are examples of both:

Official: Eris 50, 3484. This represents the 50th day in Eris of the year 3484.

Informal: 2nd Eris 10, 3484. This represents the same day as above; it is the 10th day in Shal's 2nd cycle of Eris in the year 3484. The extra day in the two month season is added at the end of the season as a day of festival.

Placing stress at the end of the season name and adding an 'a' sound notes it as the second month of that season. Used only in speech, the months become: Eris, Erissa, Mullin, Mullina, Auss, Aussa, Crith, and Critha. So, a spoken equivalent of 2nd Eris 10, 3484 would be Erissa 10, 3484.

ARCHITECTURE

The architects of Ardoth have been challenged to design buildings that are functional, beautiful, and accommodating to a variety of creatures. Styles vary throughout the city, but several motifs frequently re-occur. The first is the "Dharsage Style." This was the style of construction in which the Dharsage Palace was built. Many of Ardoth's older and larger buildings are constructed in this fashion. Stone quarried from Monerey, Hoit, and Allidoth are used extensively. Characteristic of the Dharsage Style are large, rounded edges, domed roofs, tall archways, and outcroppings.

Another interesting style is "Caullic," named after the architect "Heraldo Caull" of Ardoth's 27th century. Most of the surviving homes of this time have been recently renovated after decades or centuries of neglect. They now attract rich drenn and Kesht to Sobrinth, where many of these homes were constructed until the end of the 31st century.

The last few centuries have seen great transitions in building styles. The heights of creatures such as the bronth and corastin are taken into greater consideration, as are the trid-nodes of thriddle. Most buildings are still created to human standards. The bronth have long commented that eating a meal in Ardoth is a lesson in humility. "Tiny" chairs can give out after a few minutes, leaving Dobrens to finish their meals on the floor.

EFFECTS OF A LONGER DAY ON JORUNE

The limited attention span of humans has caused problems on Jorune, with its 27 hour long day (in Earth hours). Ardothian schools solve this problem by reserving a nap time between noon and two or noon and three in the afternoon. This is a part of most Ardothian lives.

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HUEDURT WILLIAMS' FIRST DAY IN ARDOTH

Huedurt Williams was new to Ardoth, but he thought he knew enough about it to avoid looking like a tourist. The first question he asked a yord immediately gave away his naivete, "Say, where can I get an energy weapon?" The yord stared silently at him until he realized from Huedurt's garb that he was a farm boy from the city of Gauss. "You're not from around here, are you?" the yord asked him. Happy to respond to such an easy question, Huedurt answered, "No yord, I'm not. I'm from Liggnie, up north of Gauss in the valley. My name's Huedurt, Huedurt Williams, and I'm human" (Huedurt felt that his last comment was necessary given the number of non-humans he had seen).

The yord contemplated this tall, gawky fellow with blond, spaghetti hair standing before him. This guy was really from the sticks. A town so insignificant that most people from its neighboring cities don't even know its name. "What you in town for, Liggnian?"

"I came to Ardoth to get an energy weapon to kill a Dhar Corondon that's been seen around Liggnie. We thought we shouldn't take any chances so the chell sent me here to get a blaster. Do you know where I'd go for that?"

"Well," the yord began, "it's not quite like that, Huedurt. To be able to have or hold an energy weapon, you first have to be drenn; and to be drenn, you have to be tauther first, do you understand?"

"Does this mean I have to work on the sea-wall before I get an energy weapon?"

"You might have to. It all depends on who picks your challisk. This could take some time, probably a few years."

"That's okay, thatol' Corondon isn't going anywhere, how do I start?" (Huedurt didn't really believe it would take a few years; the yord probably didn't understand the simplicity of his request)

With that, the yord escorted Huedurt Williams to the citadel, helped him purchase a copy of the Tauther Guide, and sent him on to the Hall of Drenn. "Tell them you want to become a drenn, they'll know what to do with you."

"Okay, I'll look for you again after I've got my challisk and a job," Huedurt told the yord as they parted ways.

"Right, I'll see you around." With that the yord departed, walking back to Oiders, where he patrolled. He imagined Huedurt had a few surprises in store.

CHAPTER 2:
THE CITY OF ARDOTH

Some explanation of Ardoth's walls is necessary to understand the city's present layout. Sections on the map are referred to as the Citadel, Old City, Shandane, Oiders, and South Side. As the city grew, the exterior walls were torn down and rebuilt enclosing a greater area. All summed, thousands of lifetimes have gone into the construction of these walls. Ardothians are possessed by wall constructions. Ardoth's city walls are one of the Seven Wonders of Jorune.

Ardoth has grown to become Jorune's largest city, both in its population, and in its walled area. At first, it was only the city's keep that offered protection against raiders. The Dharsage Palace lies on the ground of that original keep. Late in the 18th century, after several centuries of plague, Ardoth grew rapidly, prompting the construction of a massive wall surrounding the new construction. That walled area is the Cryshell Citadel, the nucleus of present Ardoth. As citadel land became less and less available for building, construction outside the citadel walls began. This area is now called "Old City," and includes North Side, T'Haynian, Lelsh, Ald, Manser, Sobrinth, and Nemain.

The 27th century saw new growth and a great surge in population. It was time for an expansion of Ardoth's walls. With labor readily available through the tauther system, a massive stone fortification was built around Old City, greatly expanding the city's defensible perimeter. This wall provided some layer of defense against crugar invasions that Ardoth endured over the next several centuries. Walls were repeatedly breached, and were patched differently at the end of each war.

During the Crugar Invasion of 3006, both the city's exterior wall and the citadel walls were breached and whole sections were demolished. Rescue came in 3007 at the hands of Shandane (a Heridothian General) who drove the crugar out of the city and began reconstruction efforts. The city's walls were expanded to include the neighborhoods of West Gate, Clavis, Arkin, Es'Wother, and the Isho Free Area. This new area was called Shandane.

Almost two centuries later, Ardoth extended her walls once again, this time during peace. The wall around the Shandane neighborhoods was torn down and the stone was used to enclose an even larger area, now including a larger West Gate neighborhood, Dryce, Oiders, the Klade Bay, and Port Gate. This part of the city is called Siders.

After the Energy Weapons War, muadra who had been expelled from Ardoth were permitted their return under the Klein-Khodre Accord. The southern face of the wall was extended beyond its post war perimeter to make room for muadra housing. This area is called South Side, and includes the Vintch and Durris neighborhoods. The majority of Ardoth's muadra population live in South Side.

Ardoth's city walls are twenty yards across and support an eight yard walkway about their top. Energy weapon laden yords patrol along the walls each hour to check for unauthorized entrance and serve as lookouts.

The entrances to the city at North Side, West Gate, and South Side have charged tolls at different times in Ardoth's past. At the present time there are no fees. Those entering the city are still questioned, and their goods inspected. Taxes on imports are levied as they enter Ardoth. Established importers are allowed credit, and may sell their goods first, and pay taxes later. Tauther are sometimes used to help collect these revenues. There are waits of an hour or more at the gates of Ardoth on busy days.

◊ THE CRYSHELL CITADEL ◊

Gateway, Klasprin, North Cryshell, The Financial District, Council Grounds, The Bazaar

The Cryshell Citadel is the heart of the the original "city" of Ardoth. Located directly on the coast, it is protected by a large stone sea wall on its ocean face and an equally formidable wall on all other perimeters. These walls were erected in the 13th century P.C. Up to that time, the city's only protected area was a "keep" later built up to be the Dharsage Palace. The original Citadel walls have been all but demolished several times by invading armies. The remaining sections have been patched and re-patched together throughout Ardoth's history. The present walls only allude to the Citadel's original (defensible) perimeter.

The districts of the Cryshell Citadel are Gateway, North Cryshell, the Financial District, and the Council Grounds - the Ardothian Bazaar is an extension of the Citadel and maintains its own walls. Gateway is the main entrance to the citadel. North Cryshell includes the Dharsage Palace and its accompanying cluster of administration buildings, the Chell's offices, Halls of the Dharsage, housing for kesht and privileged drenn, and common grounds. The Financial District is the center of all important commodity trading, legal services, banking, and insurance. The Council Grounds support a multitude of office chambers, including those for the Ardothian Council, and housing for council staff. The Council Grounds have existed only since the Klein-Khodre Accord at the end of the Energy Weapons War. Before the Accord, that area was referred to as "Old Dock." The Bazaar falls outside the citadel proper and has only been walled since 2600 P.C. The southern end of the Council Grounds ends the Citadel's original wall.

GATEWAY

This main entrance to the citadel is located where Cryshell Street hits the Citadel walls. Stationed at the outer archway are citadel security yords. They are friendly to familiar faces, but will allow only drenn and kesht to enter the citadel armed. Everyone else must check their weapons at the gate. Rarely are caji with the equivalent of more than 10 Isho points permitted entrance - they are directed to the kerning bays just north of Gateway.

The sinking ground about Gateway prompted the construction of a bridge between the end of Cryshell Street and Gateway in 2212 P.C. Prior to this, Cryshell detoured south around the recess. Landfill has kept the region from settling deeper, but new construction is prohibited on this unstable soil.

Gateway traffic moves through a long passageway to the inside of the citadel and continues a few hundred yards before splitting north into Caladia and south into Shray Mayder. Inside the citadel along Cryshell Street are information booths for those unfamiliar with the citadel's layout, and horse drawn carriages providing transportation for Ardoth's rich drenn, kesht and keshtia. Surprisingly, the Dharsage allows the presence of up to a dozen querrids at the site of the archway's opening into the citadel. Although they are helpful at times, their main interest is in information gathering from passersby - querrids do not accept tips.

Klasprin

Located in the Gateway area between Caladia and Shray Mayder is Klasprin, the principle awss of Ardoth. This is the town square and meeting center for the citadel. Its expansive, circular courtyard is surrounded by meeting halls and colorful shrubbery. Klasprin hosts the daily "Chell's Address" and the weekly "Dharsage and Council Statements," the monthly "Ardoth Guard Parade," the bi-annual Drenn Ceremonies, and the annual Kesht and Keshtia Pronouncements Picnics and parties cover the lawns when not otherwise in use. Yord duty in Klasprin is a great honor - Ardoth's finest serve here.

NORTH CRYSHELL

North Cryshell is a few minutes from Gateway, walking north along Caladia. Encompassed are the North Quarters - home to Ardoth's most famous drenn and kesht, the Dharsage Palace, the Chell's Offices, and the Halls of Splendor. North Cryshell brings in heavy foot traffic. But passage through the low picket fence is regulated; only residents, guests, and respectable looking visitors are allowed. The yords of this area discourage loitering, escorting out those they deem without a sufficiently important purpose.

North Quarters

A large expanse of the land in North Cryshell are the finest neighborhoods and homes in Ardoth. These "North Quarters" split into Lorri, the favored northern section, and Setta, the larger tract that borders Caladia Street before it becomes Sentry Way. Many of the older homes in both areas date back hundreds of years; a few of the oldest brick buildings in Lorri have been standing for millennia. Pibber are common in Setta; they are the choicest of pets for those wealthy enough to care for them. A disturbing trend among Ardoth's rich has brought tarro into the formally peaceful North Quarter homes. Though muzzled for the better part of their early development, a tarro will occasionally un-endear itself to its master and neighbors with a characteristically piercing screech - not to worry, they rarely bite.

Sampa McWholl: Exemplary Tauther to Drenn

Sampa McWholl is a Drenn, the son of a kesht and keshtia. Their family home in Setta has been handed down for three centuries. A few months before Sampa earned his drennship, his parents moved to a new home in Lorri. This was Trella and Mirden McWholl's means of pushing their son to complete his tothis early, for Sampa would be able to keep the house in Setta only if he completed his drennship by the next graduating period - no drennship, no home in North Quarters. Sampa's three older brothers had no interest in early drennship, and his two younger sisters too young to even declare tothis. At 23 years of age, it was a big push - his last challisk mark came a week before graduation, leaving only a few days to take the drenn test. He learned of his passing results on the morning of the ceremony.

Drenn Sampa McWholl now lives with his three older brothers and two younger sisters in that mansion on Tooly Avenue in the Setta district of the North Quarters. He works hard at the Iscin Services Clep deeded to him by his parents. Though not an iscin himself, he is trained informally in many of the areas of iscin pursuit. Rapid drennship was bestowed upon him for his courageous expeditions into the East Trinnu Jungle Lands at the request of the dharsage. The nature of these trips still remain secret, even to his closest friends (He remains under strict orders by the dharsage to say nothing of his efforts to return an ancient starcraft to operational status). Although his job was mainly one of management, he was internally credited with the ultimate success of the project upon its completion and received a highly coveted drenn wall citation by Chion Whoch Goventry, Ardoth's General of Earth-Tec Defense. Sampa received his drennship shortly afterwards.

The Halls of Splendor

On the Grounds of the Main Halls are Ardoth's finest parks, museums, and the Halls of Drennship. It is here that the peoples of other realms come to see Ardoth's exemplary art collections, hear the dharsage bands perform, stroll through the botanical gardens, and stand in awe at the Hall of Drenn. Most Ardothians make little use of these facilities - the stuffy atmosphere appeals more to tourists than natives. Even the chell has long since retired from quarters in the Main Halls. Rhan Trohan (Ardoth's present chell) and his past four predecessors have all maintained homes the Lorri neighborhood.

Treegs Museum

The Treegs Museum is a collection of Burdoth's greatest art treasures. The drawings and many paintings of S'lan, the Sydran artist, drape the gallery walls with scenes depicting the arrival of ramian gire in 3113. Ancient Lelligirian pottery and Baysis wood carvings are displayed prominently in the south wing of the building. Burdoth's rare and coveted collection of jewels from Jasp are proudly exhibited in the Treegs main showcase. Once a week, the "Dharsage Strings" play their melodic whosins for the public in the large, outdoor auditori-

ARDOTH

Ardoth Bay
IMPORT
PORTGATE
COUNCIL GROUNDS
N. Bazaar
S. Bazaar
BAZAAR
FINANCIAL DISTRICT
Palzer
Barracks
Dharsage Palace
NORTH CRYSHELL
Chells Offices
Dharsage Offices
Halls of Splendor
Klaspring
WEST GATE
Setta
Hailer
Danes
SOBRINTH
NEMAIN
Cryer
T'LANE
Laysis
Rappenat
Klades of Hudson
Kipkle Klades
KLADE
The Cassadons
Anamber
Lorri
Ellelsh
MANSER
Sobrin
"Pools"
ES'WOTHER
ALD
LELSH
Kinster
Persis
Laprendell
LARKIN
Tocour
Wolton
NORTHSIDE
T'HAYNIAN
"Thanes"
Lola
CLAVIS
Sharben
WEST GATE
Lower West Gate
DICH
E
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W

NEIGHBORHOODS

Scale: 3″ equals one mile

um to the rear of the Treegs.

Museum of the Past

Recently opened is the "Museum of the Past," which offers Ardothians their first close look at some of the bigger pieces of Earth-Tec uncovered. Energy weapons are but a single element of the display. A single day each month is "Hands-On" day, when ordinary Ardothians get a chance to feel real Earth-Tec. The dharsage allows this privilege in the hopes of luring onlookers into the military, and making drennship look more attractive. Copies of the Tauther Guide are available at the Museum Store. Several rumors have crept up over the four month period since the museum's opening. The most common one is that a dysfunctional starcraft is being readied for display. Another rumor, less common, is that an assortment of new Bio-Tec was stolen just prior to being placed out on display. The dharsage refuses to confirm such reports.

Botanical Gardens

Within Ardoth's botanical gardens thrive samples of flora from as far away as Voligire and as beautiful as the cryallice flowers of Jasp. Botanical expeditions funded by the Chell travel world-wide to gather new specimens. The Atterol Iscin Klade is always represented in these ventures.

Ardoth's Zoo

Bordering the botanical gardens is the Ardoth zoo, where creatures from all over Jorune are housed. A small corondon was captured a few years ago, but it survived only a few months. The facility is run by iscin, who hope to capture several more corondon in an upcoming hunt. The interview process for beasters has begun and the zoo staff is seeing an overwhelming turnout - there have even been several thriddle applicants.

The Chell's Home

The chell's present home is in the neighborhood of Lorri, but was originally nestled between the various Halls of Splendor. It was decided late last century that the "Chell's Mansion" was better suited for foreign dignitaries than to the chell himself. The replacement home is more than adequate, and permits the Chell to lead a life somewhat separated from the pomp and ceremony of the Halls of Splendor. The Offices of the Chell are located near the enztrance to the dharsage palace; indeed, several chell offices share space in dharsage buildings and vice versa.

The Dharsage Palace

The Dharsage Palace and grounds are located in the northern quarters of the citadel. Surrounded by thirty foot high walls on all sides, the structure has kept Ardoth's populace safe during countless sieges. Twice the walls were razed, and three times they were breached, but each time Ardoth was able to overcome her aggressor.

Within these walls lie the Palace Grounds - lush, grassy areas shaded by tall, outstretched trees and marbled by small brooks. This area is opened for drenn-family picnics once a week (It does not appear to scale on the maps of Ardoth in this book).

Surrounded by these grounds lies the Palace itself. Supporting many tall towers, it is the last retreat during siege. The keep at its center is large enough to support several hundred people - something which it has had to do several times in the past. Within the Palace are the dharsage chambers where Khodre Dhardrenn, his wife Rolesia Mincarra, and his three sons, Dharmar, Rhalter, and Jerdan live. The Dharsage Palace guards are all armed with energy weapons and the palace towers are mounted with energy weapon turrets. Entrance to the Palace Grounds is through a large gate located on Carthage Street. Only guests of the dharsage, employees, and those with appointments are permitted - the castle is not for tourists.

Several bochigon are kept stabled around the far back side of the castle. Khodre Dhardrenn is an excellent bochigon rider, a skill taught him by his father, the late Khodre Allonkarb. He is also said to be one of the century's finest minds, tutored by the great Kirra Ho-Trid himself. The dharsage library is one of the best in Burdoth, which makes it one of the best on Jorune. A collection of Earth-Tec memory playback units gives Khodre nearly as much knowledge at his disposal as the Mountain Crown of Tan-Iricid.

Several of the important dharsage offices are located just within the Palace Grounds, including the Earth-Tec Requisition office, where people come to request items of Earth-Tec and the Dharsage Calendar office, where arrangements are made to meet with Khodre Dhardrenn himself (For more detail see "Dharsage Institutions" in this book.)

THE FINANCIAL DISTRICT

"Dharsis"

The Financial District of the Citadel consumes much of the land south of North Cryshell and North of the Council Grounds. Its name has changed several times over the years. Until about 40 years ago it was called "Yordis," meaning "Legal and Financial," but after the Energy Weapons War a new name fell into common usage, "Dharsis," making reference to the Dharmaras, the Dharlerins, DharKars, and the Dhar-Sammis'- rich and powerful Ardothian families.

Dharsis is very old. It is built upon high ground with one of Ardoth's best views of Cryshell Bay. Unfortunately, strong winds sometimes force the closing of business during the late afternoons. Although all of Ardoth suffers from strong winds, nowhere is it felt as strongly as in the Financial District. The Dharsage Palace walls funnel the strong sea breeze due south. Those who insist on continuing outdoor work during these episodes wear windbreakers. A phrase common to regulars in Dharsis is "Vacation on a high Desti," because the most violent episodes occur when the moon Desti is high in the sky - a good time to leave the city.

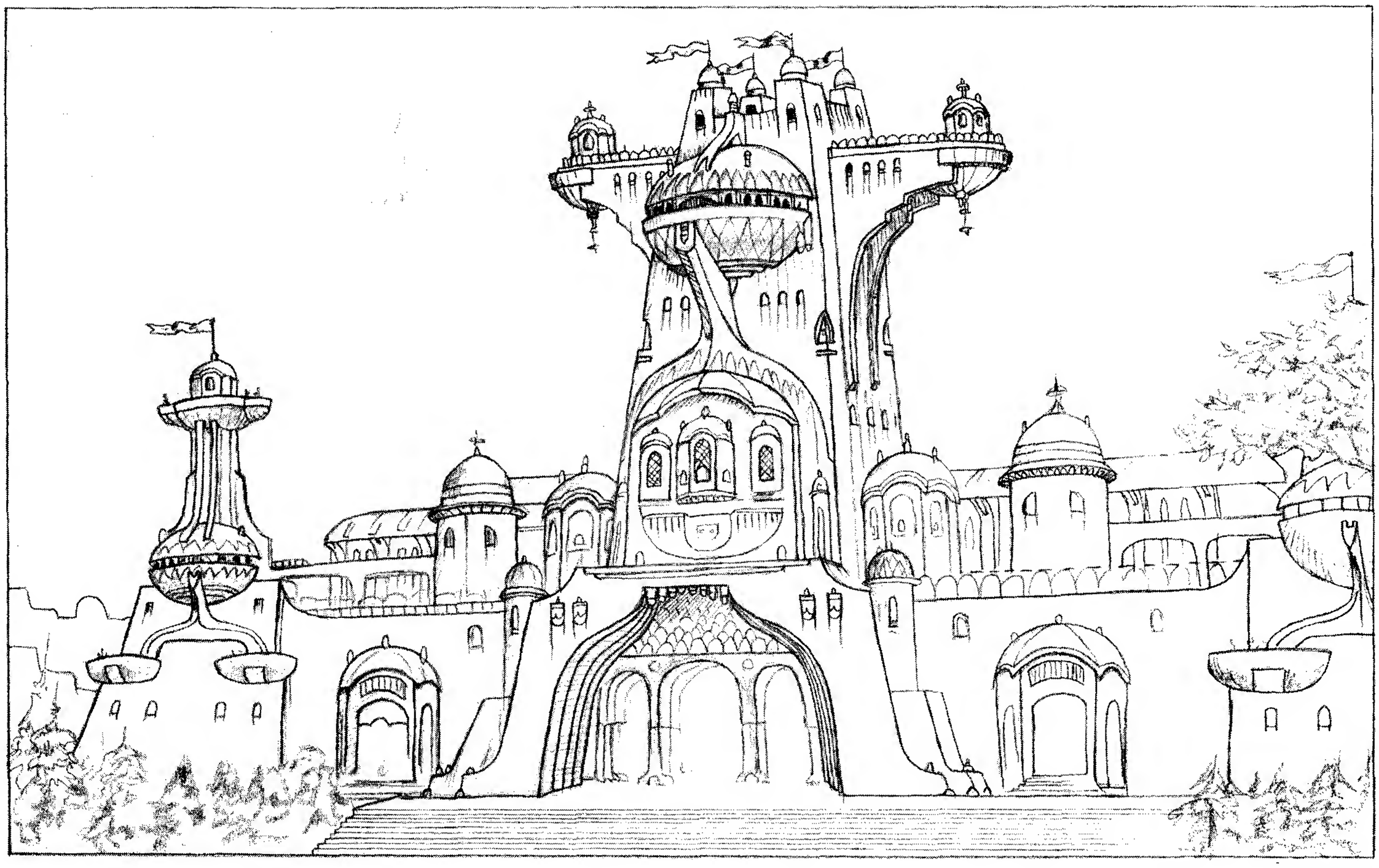
Within the Financial District are all varieties of services and stores. Several Dharsage offices are located here. Since the late sixties (3460's) Khodre Dhardrenn has permitted klades to operate within the citadel. There are now several Yordeh Klades charging for training and legal assistance.

Yordeh Services

Of note are the Trithica Yordig, the Shen Services, Bankly and Yee, the Manser Trade, Terlibbob's Yordehs, and the Asmir Yordeh Klade.

Trithica Yordig

The Trithica Yordig offers legal assistance to those who feel that they were treated unfairly by their kims. Tod Trithica runs this small office on Klenta St., located on the eastern tip of the district. He has two partners, both muadra women who, like himself, were harassed by their kims. Tod's "crime" was running a too-profitable a supply clep at the expense of his competition, and both Marni and Lellitra were harassed for practicing dyshas at their local kerning bay instead of just



The Dharsage Palace

kerning. All three now reside in flats in the Hailer neighborhood of Sobrinth.

Shen Services

The main Shen is located just outside the Citadel. It was built to house the incredible influx of thriddle after the Warp Flash of 3475. Shen Services is an office of the Shen located on Breh St. adjacent to the impressive Ardoth Klade Bank building. This office is run by thriddle, woffen, and bronth (and a few corastin, employed for muscle). This organization of multi-linguals offer assistance to all Shen members and newcomers to Ardoth. Fees are extraordinarily low; clients are charged a meager 10 gemules per day or are taken on a contingency basis. For cases that are taken on contingency, a winning verdict will mean money for the Shen building fund. Even plea-bargaining is handled in terms of building fund money. Resident Shen members carry their Shen card wherever they go, entitling them to free legal council, and the protection of Shen corastin. There are several dozen "Shen Denizens" that patrol the city, offering aid to those who find themselves in dire straits. Their services are considered an intrusion by neighborhood kims, but are permitted.

Bankly and Yee

Bankly and Yee consists of a human couple practicing criminal law in Yordis. Their offices are located on Laythe Street, just behind the Shen Services. Though workers of the two offices see much of each other, Bankly and Yee employees are not on friendly terms with those from the Shen Services. The employees are well aware of the gross inequities that exist between the services they can offer and the strings that the Shen Services can pull. The owners are called bigots by many Shen Members, substantiating their accusations with the fact that Bankly and Yee employ no humans.

The Manser Trade

The Manser Trade is an institution created for the training of yordeh. Instruction begins in the Shal seaon of each year and is limited to forty-five students. Cost per quarter is 8 gemlinks and the complete schooling takes three years. Applicants are questioned and tested before being accepted - prior schooling through the drenn level is required (the drenn level is the level of education that every tauther is expected to attain before reaching drennship. Any applicant will automatically fail the drenn test if he or she is unable to perform basic arithmetic, unable to read and write at an adult level, or fails to know the basic history of the realm. Knowledge of recent political activity is also expected, but is less important). The three instructors are each excellent in their own specialized areas of law. Dhar Manser's specialty is civil tort law, Erla Laguard specializes in criminal law, and Jethro Tarsory (distant relative of the noble Tarsory family of Heridoth) takes civil cases. Jethro is known for his theatrical performances before kims; his "acting" has saved many clients. Manser Trade diplomas are highly regarded, and command high beginning wages for graduates.

Terlibobb's Yordehs

Terlibobb's Yordehs is a tightly run yordeh office in Yordis. The owner, Terlibobb Kothney, promises low rates, which he delivers along with exemplary service. Terlibobb's Yordehs are hard workers who earn a fair salary working for their clients. And Terlibobb's has taken cases that other yordeh would avoid: suing the city for damages in a case of a beagre gone wild, yord cruelty, and kim partiality. His yordeh are often willing to negotiate outside the jurisdiction of a kim-court in exchange for a fair, speedy settlement.

Terlibobb himself has been practicing for over thirty years. He is a plump, grayhaired human filled with spit-and-fire

when angered by injustice. Although he attained his drenn status long ago, he rejects the idea of kesht status altogether, "If I have to be drenn to practice the yordigs (laws), I'll do that. But if becoming kesht means licking the armpits of every dharsage tarro that comes my way, I'll pass. I don't need a halo to work the yordigs."

Asmir Yordeh Klade

The Asmir Yordeh Klade is an impressive example of community spirit in a citadel enterprise. Founded in the year 3386, this klade of lawyers recently celebrated its 100th birthday. The klade administrator and head of the vigorous teaching program is Barose Darson. Now in his late sixties, he was honored by the original Ardothian Council for his part in blocking dharsage attempts to prosecute muadra resistance fighters after the war. Although this stance lost him favor with prince Khodre Allonkarb, Khodre Dhardrenn recently decorated him for providing the community with graduates of the highest caliber. Working under Barose are Larry Gillgrass, Pasely Shandane, Malta McHenry, Lerric Buhanks, and Phillip DharSerris. Once a week they stay late after work for an evening of Shambo Din-Play, a variant on Shambo played for small stakes.

Banks

Most banks are found in Ardoth's Financial District. The names of a few are: The Huston Union, Stansa, Nickerman, Le-Hoy, Drenn Keep, Kesht Keep, Dharsage Bin. The Huston Union is described below:

Huston Union

The Huston Union is a well known Ardothian bank run by the infamous, boccord Huston family. The Huston family arrived in Ardoth eighteen years ago, immigrants from Ros Crendor who brought with them copies of the Tran'Haddan, the "Books of the Ancient Teachings." Until this time, complete copies of these books had never reached Ardoth. There are 12 colossal volumes in all. The Huston family made their initial fortune selling printed copies of the Tran'Haddan to other Ros Crendorian boccord. Though primitive, Ardoth's printing presses offer inexpensive and rapid reproductive capability. The money generated by their book business funded the opening of the Huston Union, a Cryshell Citadel bank created to give boccord farmers good terms on loans for their durlig cultivation and harvest.

Clubs & Organizations

Numerous clubs and organizations open their membership to the drenn and kesht of Ardoth. They include: Boother's, where daring stunts by the Boother Brothers are nightly entertainment; the Sanjer Society, in which rich singles take trips to Gauss Valley, sail ships, etc.; the new "Kolovisondra Society" - each year members set sail in search of Kolovisondra (founder is Shelker from The SkyRealm Kolovisondra campaign).

Fine Clothing

Many stores service those who can afford the best in cushdin silks. Nothing of a coditch husk variety is even available in Ardoth's Financial District. Ghirlan's Services, Pabian & Lutch, Yerdin's Drenn Ware, Illaymia for Keshtia, and Treagant's (a smaller, more exclusive store) line the streets in this part of the citadel.

Expensive food

Ardothians are always in search of a better meal. Available to them in the Financial District are: Demphis Wide Body (food for boccord lunching in the citadel), Krim Ansel's (service by the finest thriddle chefs and waiters), and the Cryshell Diner (its windows open onto a magnificent view of Ardoth Bay).

Specialty Shops

Paunta's Gifts: the place to find high quality, expensive equipment for tauther. NEW: Querrid Kweye, a querrid office in the financial district that distributes up-to-the-minute information on marketing, pricing, buyer response, etc.

PALZER

East of the Financial District is a small residential neighborhood set aside for families of those serving in the Ardoth Guard, and for military officers. Sometimes referred to as "Palzer," this area is popular with tourists searching for a good view of Ardoth Bay. Neighborhood streets are clean and the people generally friendly. Foreigners are often welcomed into the homes of locals. Palzer's two outdoor cafes offer scenic surroundings. The "Sharzer" is run by humans from Essajee (a city on Burdoth's east coast) and the "Wik-Wik" by a friendly pair - a bronth and a woffen, both dharsage ex-military. They heartily welcome other iscin races to their cafe, crugar excluded.

COUNCIL GROUNDS

The Council Grounds encompass the long Arbis Pathway, which leads to the main council chambers. Living quarters and work space are segregated into national districts, somewhat like consulates. The six foot fence that surrounds the Council Grounds opens at spots to allow for commercial traffic. The port facilities at the water's edge are some of Ardoth's best, and are used extensively by citadel businesses.

The thriddle live closest to the Council Halls. Next are tracts for the Dobrens and Lunderians, both on the north side of the street. Across the way are the South Khodren and Heridothian consulates. Further down the pathway are the main gardens. Near the end of the Council Grounds are the consulates for Sobay, Guass Valley, and Lusail. The last consulates are those of Ardis (the dharsage) and Temauntro. The occasional ramian (chiven rachu-eh, of course) is housed in the Dharsage Quarters, under intense protection and supervision by the Ardoth Guard.

Here are descriptions of each consulate:

ARDIS: Minimal facilities. Khodre's representative is Sanater DharMarzluft. He is a kesht yordeh, born and raised in Ardoth.

TAN-IRICID: Very well organized under Demmil Ho-Trin who is tight lipped and tightly connected with Tan-Iricid. He replaced Malrough Homo in 3479. Demmil is very old for a thriddle (198 years), but continues his work with vigor.

DOBRE: Howell Darboh. He is an historical orator from Tlon. A noble bronth.

LUNDERE: Thew Krethahuh likes to gamble and drink, and is rumored to be in cahoots with woffen gangs in Mah Ashalta-Ca.

S. KHODRE: Delayn Dhar'Mara. Close personal friend of Saress Khodre. She endured extensive yordeh training in South Khodre schools just prior to her appointment. She locks horns frequently with Howell Darboh (see Dobre) over interpretation of the Klein-Khodre accord.

LUSAIL: She Obbita was selected for well representing the unforgiving memories of her people. She has served since the

illness of Marr Es'dranny. She Obbita is known for her icy stares and savage temper.

GAUSS VALLEY: Cowell Williams. He left farming in the Gauss Valley to meet this appointment. He often strolls through parks during his leisure hours, and likes to spend time in the cleps on Tumbernaw in the Clavis neighborhoods.

SOBAY: Tintle Barbayn. A hard-nosed military type. He succeeded Laimberlayn Sotiff, who was forced out after not siding with the dharsage in a key council vote in 3474.

TEMAUNTRO: Chaun Escrowm. He tries to keep his race from being associated with the more radical crugar of Temauntro's eastern ridges at the border of the Dowtrough Mountains. He occasionally attempts to initiate contact with Thew Krethahuh, the woffen from Lundere, who publicly refuses, but is rumored to secretly meet with him. Chaun Escrowm is a pleasant Chaln Imagri crugar who has made a good name for himself in Ardoth. He is responsible for the Far East trade between Ardoth, Temauntro, and Delsha. The existence of Delsha has been kept a closely guarded secret, but some Ardothians have heard of it.

HERIDOTH: Yan Gizer Tarsory II. Son of Yan Gizer Tarsory, who was cousin of Khodre Allonkarb. San Amancle, his grandfather, was the "matchmaker" who introduced Khodre Vionia to KeyGion Tarsory - they were wed soon after.

THE ARDOTHIAN BAZAAR

The Bazaar has existed since the earliest days of Ardoth, but it has only had walls for the past 400 years. Its stands display goods from all over Jorune. Though closely watched by yords for contraband, it is seething with black-market activity masked by the constant commotion of legal trade. Goods stolen from the Bazaar are often fenced in Mah Ashalta-Ca.

Jewelry, Tools, and Toys

Jewelry from Anasan, DonDobre, Chaln Imagri, Jasp, Ros Crendor, even Voligire is sold in the Bazaar, as are clothes from Lelligire, Lundere, North and South Khodre, and Simbi. Fine tools from Jasp are also available. The best toys are from Tan-Iricid: tuttle-spins, nankers, bibibits, komo drags, diffee quews, "Gomo family snap-togethers," and miniature statues of the Mountain Crown are guaranteed to please any child. The delightful thivin "flue pipes" make a twinkling sound when played. Sprite bars glow when thrown.

Musical Instruments

Woffen whosins, imported tenter shines from Glounda and Jasp, clettips from Anasan (small plucked-string instrument, also called "clets"), Dobren hons (very primitive bag-pipe that emits a few low tones), jikks from Thantier (like flutes), towmas from Temauntro (soft horn - sounds like a crugar singing), and thivin crystal-music-rods are among the musical instruments sold in the Bazaar.

Books

Books on rare topics are shipped to Ardoth's Bazaar from foreign lands. Most are in languages other than Entren. From Tan-Iricid are books on history, anthropology, census information, science and technology, mathematics, literature, and more. Dobren books are often historical. Much fiction comes from Burdoth's East Coast, including the cities of Mar, Allidoth, and Monerey. Great literature has come out of Sydra, and Jasp has published the well received "Survival with Crugar."

Travel Services

Travel agents sit in their booths and arrange itineraries for those planing business or pleasure travel. "Traveler Specials" are commonly available for trips to Dowsen, commuter trips to Koistra and Sholis, Gauss Valley rapid excursions, Coastal Rapid Travel (CRT), Sychill Travel Service, and Lelligire's own Samthis Express (connecting Ardoth and Lelligire). Trips to Tan-Iricid are arranged at the Ho-Trid Conversational Quarters.

Housing Services

Some agencies charge a fee for finding housing (both temporary and permanent) for newcomers to Ardoth. There are dozens of apartment services in Ardoth, and many are located in the Bazaar. Sammel's Flats, Carla's Finders, New Homes, and Incleps Unlimited are a notable few.

Carpet Vendors

Thivin have dominated the carpet and rug trade since their exodus to Ardoth in the early part of the 32nd century. Their gauthi rugs are in high demand, now that a means of pupae dating makes them a relatively safe purchase (a temporary ban was put into effect in 3460 when a gauthi rug hatched and destroyed parts of a home, eating furniture and pets). Other particularly valuable carpets include those woven in Jasp, Temauntro, and Ros Crendor.

Animals

Thombos, bochigon, and even talmaron can be purchased in the Bazaar, but only on rare occasion does one see talmaron or bochigon on display - the Stocks are a more appropriate location for the massive beasts. Stables are the only place for viewing the extraordinarily expensive horses that are occasionally available. Pets are also sold at the bazaar. Pibber, tarro, tame beagre, cats, dogs, snakes, de-clawed dharmee, sankinslan (flat, leathery Jorune reptiles from Dobre) are popular in Ardothian homes.

Entertainment

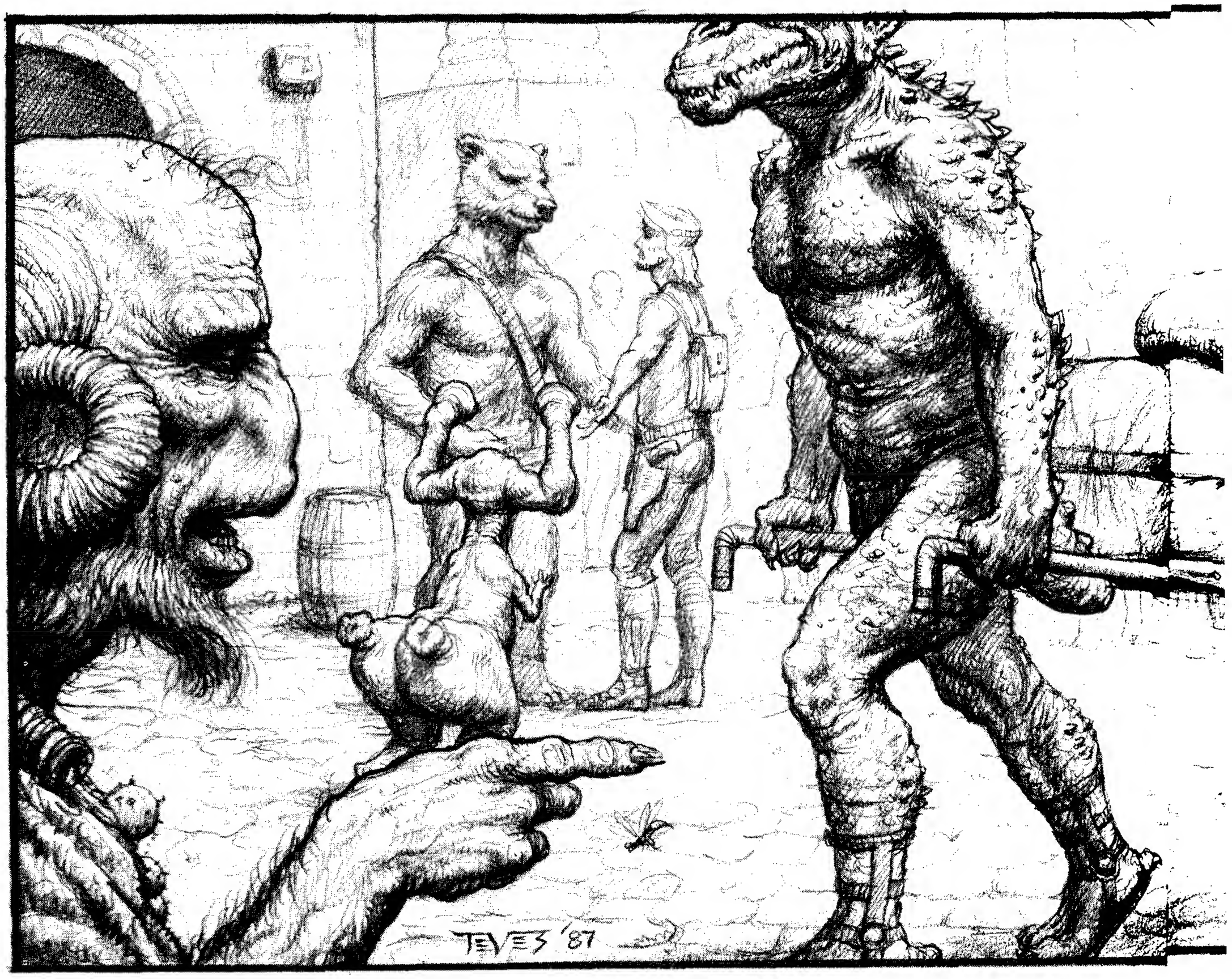
Pass-the-hat juggling, music, stand-up comedy, heckling, dancing, story telling, animal tricksters, and stage performances add to the atmosphere of the Bazaar.

The Dons

A well known group that patrols the Bazaar at the request of the Chell is "The Dons." They are a group of highly trained, modestly uniformed retired yords residing in Ardoth who help patrol the Bazaar, making the work of the yords more manageable. The Dons do not enforce the yordigs (laws); they help prevent them from being broken, and often diffuse situations before they can get out of hand. They are friendly and try to rely upon wit instead of threats, although they will follow up on a promise to call the yords if necessary. They often help lost children, the elderly, tourists, irate clep-owners, or others needing general assistance.

Food

Every type of food in Ardoth can be found in some form at the Bazaar. An advantage the Bazaar has is its proximity to the harbors - seafood comes fresh from the trawlers.



The Ardothian Bazaar

OLD CITY

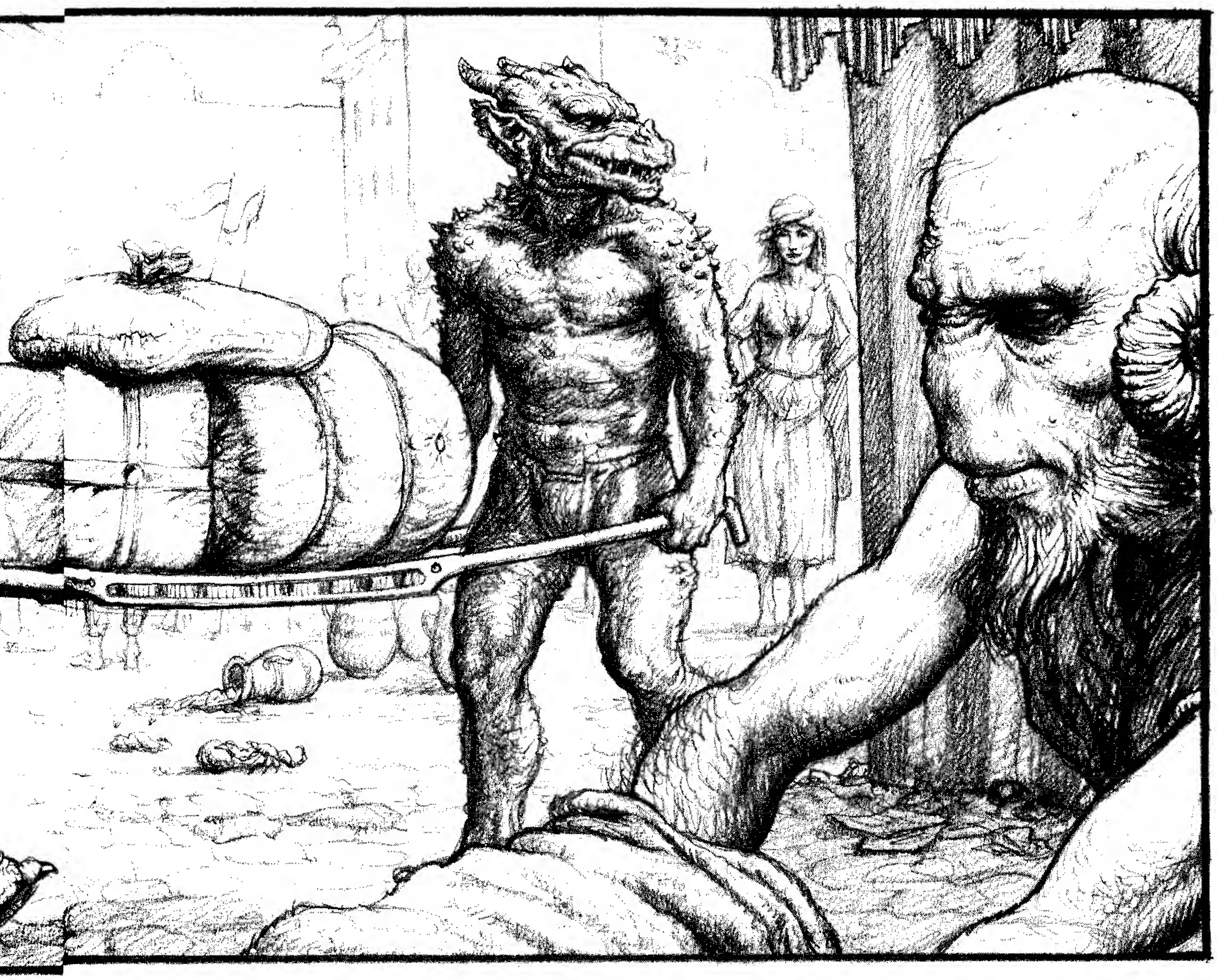
Nemain, Sobrinth, Manser, Ald, Lelsh, T'Haynian

NEMAIN

The Nemain neighborhood is located just outside the Bazaar and is sectioned off by the Hergis Canal, Sage Street, and the Bazaar wall. Numerous artisans and Bazaar workers live in Nemain, convenienced by the short walk to work, but afflicted with the foul odor of the Bazaar butcher shops and the heavy Bazaar foot traffic. Still, there exists a nucleus of people in Nemain who enjoy their community. They include the artisans and the artists who make their livings painting, sculpting, carving, and crafting jewelry. Several small societies have chosen this neighborhood as an ideal spot for organizing creative efforts. There is Yetherca, the School of the Ancient City, and the Shouket, "The Sky Watchers". Both hold views in direct conflict with the commonly studied history of Ardoth and Jorune.

Yetherca is a small school that teaches a history of Ardoth different from that which can be learned at any other school in the city. Parsley Tarpan, who is also a Shouket, is the headmaster of Yetherca. His teachings describe great upheaval and cosmic disturbance in Jorune's recent past. Though his study of moon alignments is highly regarded by iscin, they do not find his conclusions worthy of serious discussion. Parsley's school is seen as an insult to higher learning and is tolerated by iscin only because it is an institution of Nemain.

The Shouket are a larger group than the Yetherca students. They are the Sky Watchers, who probe the stars each night for signs of cosmic disturbance. Though they are careful with their lunar measurements, the iscin, with the use of Earth-Tec, have for decades made more accurate predictions of moon alignments, a matter of some importance on Jorune.



SOBRINTH

Sobrinth is a part of the city that few Ardothians have seen in full. It hides some of the best kesht housing, the main Shen buildings, and Coprell Shin Fadri, Ardoth's Ancient School of Learning. This district is broken into three districts: Sobrin, a neighborhood with fair to good housing, Hailer, a neighborhood of expensive homes, and Danes, a neighborhood of rich drenn and kesht.

Foot traffic does not penetrate far into the interior of the Sobrinth district even though it borders the heavily traveled streets of Cryshell and Sage. The Yord Patrol of Danes carefully monitor all who pass through the Hailer and Danes neighborhood, and will turn back loiterers and the curious. These yords dress in black and red, and travel in groups of six. Travelers who walk with steps of determination or wear clothing that bespeaks drennship will pass through without event. The surrounding neighborhood of Sobrin receives yord services from across the way in Manser and is not under the jurisdiction of the Yord Patrol of Danes.

Sobrin is mainly comprised of residential housing and flats but is known for its collection of large and expensive cleps located on Cryshell, bordering Manser. The Sobrin and Manser Strip is Ardoth's largest collection of cleps and so offers many goods not available elsewhere in the city. The "Strip," as it is called, is always overflowing with foot traffic of the Citadel work force. To accommodate Muadra entering the Citadel, there are convenient kerning bays near the strip's north and south ends.

Most of Sobrin's residents work on the Strip or in the Citadel, both within easy walking distance. The roads are dotted with children playing games of tag and reener ("run with the ball"). They are respectful of the yords, who sometimes join them in their fun. Though not a klade setting, youngsters are often found in small groups, following an adult for the day. Among families with two working parents, turns are taken caring for children. Two small parks provide gentle sorevines (female lothern) for the children to play on. The dusk time bellow-whine of the creatures signal dinner, and an end to play. The parks are called Mayuse and Cabral, after characters in the book, The Traveler of Gauss.

Muadra are noticeably absent from Sobrin; boccord families are more common. Woffen are embraced by this neighborhood; their pups play at the parks with the other children. Inspired by old man Stelmer Hankins, the human and woffen youngsters swap stories about a shantha said to live somewhere in Danes or Hailer. Children gazing out windows at night are trying to catch a glimpse of the elusive "Shauthra Ca-Tra."

Since the Restabilization Effort in 3481 and the beginning of expansion money from the Dharsage, business here has grown rapidly. The land owners of Sobrinth are again attending to their properties after decades of neglect. The wood of many older homes is stained with the dark brown moitre tar used in the restoration process.

Danes

The neighborhood of Danes is quiet, peaceful, well patrolled and well maintained. Though more of a residential area for drenn than kesht, it offers a nice view of the surrounding city from an elevated vantage point. Below Danes is the Hailer Neighborhood, home of kesht and the very rich. The pathways in Hailer are paved with cobblestone. Thombo travel is not permitted here except by special, daily permits. Though homes are close together, the area is landscaped with ibich trees and colorful simra-vintch.

At the bottom of the hill in Danes lies a cloistral cove which is home to Coprell Shin Fadri, Ardoth's Ancient School of Learning and the grounds to "The Institute." Coprell Shin Fadri (CSF) has been part of Ardoth for nearly three-hundred years. It was overrun in 3007, as was much of Ardoth, and had to be rebuilt. A subsidiary of the Chell's office reviews candidates. Students pay no tuition, but a two year term of service to the chell's office is required upon graduation. Much of the Shin Fadri grounds were taken over the by the new Shen division built after the Warp-Flash of 3475 to house the return of thousands of thriddle. The residents of Danes strongly fought this construction.

The existence of the Institute is not widely known to Ardothians, and those attending are unlikely to discuss their experiences. It is a dharsage-run installation of unknown purpose. There is a steady influx of people coming and going to the Institute, all dressed in military garb. The Institute is a training center for caji and iscin dedicated to maintaining Ardoth's warp-free nature and defending the city against any Isho related threat.

The Shen section located at the back of Danes is an eyesore. The chell promised back in 3475 that construction would be minimal, and later torn down. Rhan Trohan has lived to regret those words. The Shen is here to stay, and is inhabited by thousands of thriddle, and a few hundred woffen and bronth. Parents in Sobrinth worry what effect the thriddle querrids (question askers) will have on their children. Every parent worries that their child might join ranks with the thriddle and end up working as a querrid.

MANSER

The Manser District occupies some of Ardoth's richest and poorest land. Along Cryshell Street, between the citadel entrance and Ald, is the Manser Strip, a rich merchant district. Behind the strip and down a steep incline lies Lower Manser, an abysmal gorge in which is nestled another Ardoth, one that has not been settled by drenn for centuries. The shanthas call this place Mah Ashalta-Ca, which translates "The Heart of the Darkness." It is a place where shanthas are supposedly unable to see.

The Manser Strip

A clep on the Manser Strip is a dream shared by many Ardothian merchants. Clepfront displays on Manser are highly competitive. Merchants pay high rent each month to the Chell's office, but the intense foot traffic from the citadel ensures good business.

Thivin do a lot of the selling on the Manser Strip. It has been found that their soft voices and unassuming stance help draw in customers. They are now common in the various cleps along the Manser Strip as well as in the food war-zone of Cryshell and Sage.

Walking down the Manser Strip, one leaves the relative peace of the Citadel to face a barrage of clepfronts, swarming shoppers, patrolling yords, an occasional beagre (being chased), lit stone warmers (on colder days), carters dashing frantically to and from the citadel, and gardeners gathering litter and maintaining the landscaping. The center of Cryshell Street is a raised platform, the "Manser Walkway," and is reserved for foot traffic into and out of the citadel. The Manser Walkway rises fifteen feet over the strip, with an excellent view of trade and easy access into and out of the citadel (the Manser Strip is so busy on big shopping days that it can take thirty minutes to walk from Ald to the Citadel).

Maverah's Cormin Grove

Immediately following the Manser/Cryshell Kerning Bay (called Bay Cryshell) is Maverah's Cormin Grove, lushly lined with plants, flowers, spices, and exotic vegetation. Since Ardothians like giving plants the aisles are crowded, especially during the holiday buying season. The clep is named for its selection of cormins, a red, tri-stalked flower, favored by most Ardothians. Cormin is inedible for terran based creatures, inducing nausea and cramps. Thriddle happily chew the cormin leaves or emmersol petals when out of doors for any length of time; they say that the cormin gives them stamina while the thick, leafy emmersol petals quench their thirst. "Be a thoughtful guest and bring cormin, or bring a thriddle friend a treat," is Maverah's motto.

Maverah Dandrey imports his herbal stock from greenhouses and fields in Ardoth and beyond. As a native born Ardothian, he knows the city and its people well, calling many of his customers by name. As a consequence of his intrepid explorations as a young man he made drenn early and now sits on the Manser kim.

Maverah travels to Dosoi and the islands of Ardoth Bay once a year to hand pick some of the more exotic plants displayed in his Cormin Grove. His speckled complexion and scars are the result of a tragic shipwreck experience on the hostile island of Sood. His rescue was effected by Ros Crendorian regulars stationed on the island. Maverah now pays special attention to bronth customers, often offering them discounts. He always has time to chat with Dobrens.

The Uden Den

In the Uden Den, card games and mayoo conceal a thriving illicit trade of Earth-Tec. It is a popular daytime hangout for humans and thivin players alike, and has given rise to the expression "He Udened his pay away." Enclosed playing pits are built into the floor, allowing Shilsy Barso, the clep owner, to watch quietly over the proceedings from his sheltered platform in the building's loft. His real business doesn't start until dark.

Most of the den's regulars have never heard nor seen Shilsy. His special customers call him Dhar Barso and arrive wearing cormin flowers pinned to their lapels. Late at night, when all the mayoo players have gone home, Dhar Barso opens the Uden Den for higher stakes. The rear liquor cabinet swings away from the wall, betraying a passage to a lower level of the Uden Den. A series of cloth topped chests and trunks greet those who follow the lantern lit darkness of the stairway down. Customers sit in the tall-legged illidge chairs arranged in a semi-circle while Shilsy brings out his wares. He takes pride in his alleged Sillipus connection, but otherwise won't

discuss prior ownership of Earth-Tec. Word of Dhar Barso's secret trade has never found its way to the yords or talk of the street. His dealings are very discreet.

Shilsy Barso has a regular staff of anywhere between twenty and thirty humans and boccord employed for the Uden Den gambling operations. Also employed by Dhar Barso are four humans called the "kint." They make contact with potential buyers in the bazaar, Lower Manser, and other black market contact points including South Port. Their names are Lan Dlour, Heldrom Knoy, Pret Krilagis, and Sten McTraif. All are Drenn. All earned their drennship outside Ardoth. These four bring important clients to meet with Barso after hours, telling them how to dress and what to say. Only humans are invited.

Overwater Meyones

Overwater Meyones is a comfort clep perched about seventy feet over the heart of Lower Manser. Retelia Meyone spends each night in her clep sleeping with a red crystal in her palm. Fortunately, her wares (oils, perfumes, candles and fine lace clothing) rarely attract thieves from Lower Manser.

Shettro's

The building which houses Shettro's Clep was once used for housing the members of the Shatwire Klade before their relocation into the Klade Bay in 3366 - at that time the Manser Strip was a more residential neighborhood. This enormous three story building has undergone considerable interior renovation, though its exterior remains virtually untouched. Inside is a new interior - a maze of halls, stairways, commons rooms and "closed rooms" for trading. The Shettro family purchased the structure from the Shatwire Klade when they relocated. This well known Ardothian family of humans has maintained the premises ever since. Generous quarters for three families, from great grandparents to the youngest generation, are located in the back of the building.

Shettro's sells most of the common goods that travelers seek. Supplies of all varieties are available, from rope to rations, cleash capsules, armor, weapons, and limilates. Prices of goods vary with their availability. Shettro's is usually able to maintain inventory even during periods of scarcity. Prices average about twenty five percent above normal market value. With these high prices does come the advantage of individual attention. Each room has a member of the Shettro family, happy to discuss each object, its price, origin, reliability, any special property it possesses. This is the place for service, from the help of twelve year old Kyle to that of his great grandfather, the decorated military hero Dhar Natrin. They are all sharp, each one of them attained their drennship by age thirty. There are three Kesht among them; Cle-Aster Shettro was a fourth, but she died in late 3481 under circumstances never satisfactorily explained to the family.

Of concern to the Shettros is the stability of the ground upon which their home and business is located. Perched on the edge of Lower Manser, erosion has been eating away at the building's foundation for generations, and is now threatening to pull the whole structure down the embankment. Efforts to save the structure are just beginning; any suggestion or assistance is graciously accepted by any member of the family.

Bep Clep

Nolan Etterman's Bep Clep serves bebbermise creams prepared by the Oriem Klade in the Klade Bay. The dozen competing creameries lining Cryshell street consider Etterman's establishment pretentious and his creams mediocre. Most Ardothians prefer his decor and can't tell the difference between the creams anyway.

Treagant's

Treagant Dharlerman maintains a force of more than 40 thivin to sell clothes, cutlery, furniture, interior and exterior lights, jewelry and fabric. Management of Treagant's includes four woffen and two humans; security is assured by the presence of eight corastin dressed in dark green plaid at the front door. Offices are located in the back of this huge indoor galleria. Treagants is located on steady land three quarters of the way down Cryshell before Sage. Behind the building are a series of small yordeh klade offices and accounting firms. Dharsage investigations and audits place all of these enterprises right in the hub of an illegal Miedrinth limilate smuggling operation. Treagant himself is highly suspected in these sordid transactions.

Lower Manser

The frantic pace of business along The Strip shrouds the newcomer in a veil of confusion blocking many out of Manser's interior secrets. The alleys between buildings travel back only a few blocks before reaching the ridge that separates the Strip from Lower Manser. From this vantage, one is treated to a spectacle of what seems another city...

In the moist darkness of Lower Manser are the remains of some tenant housing projects. These decaying buildings rise many stories. The back alleyways and dead-end streets provide habitats for many subcultures and transients. The woffen "Awehf" are feared for their ferocious assaults on humans. The Bryne klades operate here, selling keo'sko, linryte and rusper drinks. In these parts of Lower Manser beagre are eaten and their skins used for clothing. Packs of the creatures roam free, chasing anything that moves with fearless disregard. The guttural beagre "cauuuul" growls and their fruitless wing-flappings betray their approach. Useless for flying, their winglets give beagre just enough lift to hop from level to level, making upper stories no safer than the gutters.

The people of the inner reaches of Lower Manser are the "Bryne Streeters." They are accorded no worth and are considered a threat to those living in nearby Ald and Sobrinth. Kinster is protected by the Manser Wall, which extends from the Citadel walls to the meeting of the Ald district with Sage St. Daijic do not patrol here, but they don't need to. Caji do not live within Lower Manser's blanket of gloom for they soon weaken and are forced to leave. This phenomenon was documented earlier, but has only received official attention since the return of Isho-intensive muadra back to Ardoth after the Energy Weapons War.

A few hot-springs flow from the heart of Lower Manser, forming ponds rich in algae. The water is said to "cut one's insides" when consumed, and is therefore considered unsafe for human consumption. Other races can drink it easily. The source of this water appears to be other than that of Ardoth's water table, as cool water wells nearby are known to be safe.

On especially cold mornings the mists of Lower Manser occlude the view of outsiders, wrapping in a vaporous veil the base elements that are the kernels of existence here. City dwellers gain a glimpse of the area's true character only after the sun's ascent has cleared the greenish mists.

Of those taking up residence here, humans outnumber all others (unless beagre are counted); in smaller numbers are boccord, woffen, thivin, a few blount, and a handful of corastin. A few scarmis are speculated to reside here. Thriddle do not enter Lower Manser ex-

cept under heavy guard.

The occasional patrols that enter Lower Manser are here on specific business - they leave promptly when their assignment is done. More often than not, they come here looking to question someone, usually in connection with unlawful activities. The recent limilate smuggling, the stolen crystals from Teydos' Drenn Traveler Clep, and rumors of Earth-Tec trading have brought yords down each week or so.

ALD

Ald lies south of the Manser Strip. This is a district of fine incleps, restaurants, banking services, and querrid booths. Most merchants prefer to live in the surrounding districts of Kinster, Sobrinth, and Arkin, away from the heavy noise and foot traffic through Ald.

The Financial Center of Ald: Ambiss

Ambiss is a large circular courtyard surrounded by banks and brokerages. The streets to Ambiss are decoratively paved; thombos are prohibited from trampling these beautifully designed walkways. People come in droves early each morning for the opening of the commodities market and the resumption of banking services.

Lines form at the entrance of each office and extend toward the fountain gushing in the center of the courtyard. Musicians are paid to keep the area festive, as the lines often take many hours. Fortunately, Ardothian business ethics require that chairs be made available to those who wait. Regular patrons sit and read the news, or work on puzzles. It is only the crass Sychillians who leave their customers standing.

The nuisance of githerin (thieves) in Ambiss has been almost eliminated by the friendly yords of Ald. They patrol the courtyard carefully, keeping a sharp eye out for any of the standard githerin set ups of begging and pick-pocketing.

The Ald yords patrol the entire district in earnest. Ald is considered the most pleasant duty in the city and is given to the most courteous yords in the service. Their emblem is a circular pattern with a starburst representing the financial center of Ald.

The restaurants of Ald are concentrated heavily near the inclep district. They offer varieties of cooking which include native Ardothian, Gauss style, Sychillian, Heridothian styles from Koistra, Sholis and Dowsen, Miedrinthian, Anasanian, Ros Crendorian (a new favorite), Lelligirian, and Gloundan.

Alchwick's Spinary

This home of Sychillian Cuisine specializes in seafood prepared in the popular fashion of San, a small island located off the coast of Sychill. Enjoyment of the San cooking is an acquired taste. All the seafood is cooked in a heavily buttered ahji sauce. Alchwick's receives its fish directly from ships in port from the South Sychillian Sea. The delicate tla-tlic spine fish is preserved in a vinegar brine for the voyage south, and is a favorite of Ardothians. Roothis-mats is another northern popular dish. A mixture of both durlig pulp and sallsa, these fish fritters are served as long crispy strips.

This is the second generation of Alchwick's in Ardoth. Helma and Cole Alchwick, both in their sixties, have turned the business over to their grown children Brant, Sarrma, and Little Rother, who was born a dwarf - shorter than even a small muadra. Rother acts as maitre d' for the restaurant, a position which he thoroughly enjoys. Since their parents' retirement in 3481, the quality of the food has not diminished, and neither has the devoted patronage. Prices start at 20 gemules for a simple dinner of roothis-mats and go as high as 120 for a meal of bebbic served with calmra white wine. Read Companion Jorune Burdoth for more information on the province of Sychill, its cities and foods.

The restaurant seats up to 100 people, and has provisions for up to 6 bronth patrons. The decor of Alchwick's is nautical. Construction is all wood and was built in the years following the Energy Weapon's War. The ceilings are high and the restaurant's delicious aroma wafts through nearby streets. The thivin abhorrence of seafood keeps them clear of Alchwick's Spinary. Thriddle delight in the aroma of Alchwick's, though they are not too fond of eating seafood. A seat in the lounge section with a tall glass of herbis broth and possibly a giggit pipe is all that Alchwick's has to offer thriddle.

Interesting attractions

There are a number of interesting attractions in Ald that bring in a large number of tourists each day. Though the foot traffic is bothersome for those coming or going into Ambiss, tourism provides Ald with much of its business. The most famous is the Nekkich Hive. Its advertisement reads "The Nekkich Hive: Ardoth's Mystery Spot. Come face-to-face with Ramian Gire. See Voligirians in their everyday life. An exhilarating experience (not recommended for good children). Naull orbs move of their own accord in the Nekkich Hive so BEWARE..." Located a few feet underground, the Nekkich Hive is a natural cave which supports a permanent, stable warp, about the

LELSH

The Lelsh district encompases the neighborhoods of Ellelsh, Anamber, and Kinster. This area is bordered by North Side, Thanes, Lower Manser (Mah Ashalta-Ca), and the Citadel Walls. The small, northern neighborhood of Anamber offers the most beautiful and expensive housing outside of the citadel. To the southwest lies Ellelsh, another posh neighorhood bordering the citadel walls. Kinster occupies the remainder of the district. Although considered a nice place to live, it is strictly middle-class.

Most of the homes in Anamber are small mansions. Architectural styles vary from home to home, but most were built during a rapid expansion around 3008, following the rebuilding from the crugar invasion that devastated most of the city. The majority of those homes remain standing. Insulating the homes here from the mediocrity of the Kinster neighborhood is a small wooden fence called Bantiff. Though there is no law that prevents those from Kinster from crossing the fence, but the yord policy of harrasment keeps out most strangers - the residents here are very guarded about their private citadel entrance. There are two entrances between these neighborhoods, but only Drenn and Kesht are allowed freely through.

The Bantiff Fence continues through Ellelsh, though the yords of this neighborhood disuade only criminals and vagrants from entering. An advantage to living in Ellelsh is its proximity to the Gateway Citadel entrance. The continued sinking of Lower Manser (Mah-Ashalta Ca) is threatening the shortest road from Ellelsh to the Manser Strip. It is estimated that the Poon Road might only last another four or five years - some areas are already dangerously close to the edge

of Mah Ashalta-Ca. The importance of this path has prompted the beginning of bridge construction that will preserve this conduit of travel. The Nirfer Klade has estimated their completion of the Tonnon Bridge in two years.

Kinster is a neighborhood of the middle class. In addition to the low fences that seperate Kinster from Anamber and Ellelsh, there is another fence that marks the distinction between Kinster and Lower Manser (Mah-Ashalta Ca), the Ald neighborhood, Thanes, and North Side. The Cursh Fence is eight feet tall around North Side, and is only one entrance gate. Along the Thanes neighborhood the fence drops to five feet and is interrupted by half a dozen gates. The gate dissapears entirely in the south most part of Thanes and Ald. Along Lower Manser however, the fence becomes a twelve feet high stone wall. The yords of Kinster concentrate heavily upon the Manser Wall. Although incidents have been rare, no one will forget the crazed blount from Mah Ashalta-Ca that set homes ablaze in Kinster and Ellelsh before he was stopped.

During the day there are many children playing in the streets of these neighborhoods. Sorevines are often bought for children whose parents can afford them.

Much of these neighborhoods were overrun by the crugar during the Energy Weapons War in 3437. Many of the homes were burned or otherwise demolished, the fences were torn down, and ditches tore up the landscape.

THANES

Located on a lower elevation than the rolling hills of the Lelsh neighborhoods, T'Haynian is a rather flat district of marginal beauty. The T'Haynian neighborhood is commonly called "Thanes." Only lower class citadel workers live here - those with more prestige live in Lelsh or Sobrinth. Though few, there are advantages to living in T'Haynian, foremost of which is its abundance of well water, second is its distance from Mah Ashalta-Ca, third are the people and politics, and lastly is its proximity to the Clavis and Arkin neighborhoods. A move from Dryce or Oiders up to T'Haynian is considered a desirable improvement. Dryce reeks with the smell of manure and the DharWin family kills any feeling of community in this Oiders neighborhood.

Throughout T'Haynian (from this point on, referred to as Thanes) are what are called "shadow blocks," small, kim controlled facilities available for recreation, parties, group gatherings, etc. There are many shadow blocks in Thanes, each very small; in fact, the buildings are so small that they can be hidden in the shadows of nearby buildings. Those from Lelsh often throw their parties in the larger shadow blocks in Thanes - everyone knows that shadow blocks are the best places for parties, but there are few socialites who admit to liking Thanes.

The yords in Thanes are chatty, at times to an irritating extent. It has long been suspected that they are paid off to avoid certain areas just before burglaries. The chell is investigating and has planted several agents in the Thanes yord assignment. Their reports may incriminate the head yords of Thanes.

Kiosks are common in Thanes. The booths offer food, clothing, jewelry, candles, rugs, and various other crafts. The single querrid booth located in Thanes indicates the Shen's low interest in this area.

NORTH SIDE

Ardoth's North Side is a district of poor dock workers, the homeless, a few service klades that clean homes in Lelsh, and several of Ardoth's past "beagre hunt" champions. This depressed area borders Lelsh along the North Fence. When the north docks were dismantled in favor of Southport shipping, residents protested and riots broke out. Temporary restitution was given to calm newly unemployed North Side residents. Though these "hand-outs" have long since expired, there have been no uprisings staged in North Side for forty years.

One of the minor annoyances associated with life on North Side are the vast quantities of beagre. They can be found lurking beneath stairways, hiding in trash, or just roaming the streets. Once a month, a beagre hunt is held. Archers, swordsmen, and caji from all over Ardoth come to this district for the competition. Entrants are charged 3 gemules, and are paid 1 gemule per beagre they bring back during the contest's 3 hour limit. Piles of the carcasses are burned at the conclusion of the hunt. The "champion of the hunt" is awarded to the hunter who brings in the most beagre. A scarmis, "Gee'Ocho'o," has beaten all challengers for the past three months.

Yords patrol in North Side as they do in all districts. The kim here is smaller than normal given the number of residents, but carries clout in the city's main kim. The chell and dharsage offices make a point of hiring people from North Side. Although poor now, most residents remember and long for days when they had honest labor.

Amongst all the beagre, opportunity still exists in North Side. A number of small cleps have made it big selling beagre hunt paraphernalia. Low rents on North Side have made it profitable for Ardothian business to set up warehouse space here. North Side storage cleps have even become trendy among the rich. "I have to stop by North Side before meeting my ship for Jasp..."

Growing up on Northside

Me and Tommy always look forward to the beagre hunts. Mr. Liggnie says we're not big enough to enter the contest, but we always get to help with the gathering and burning.

Last Mullin was the best contest yet, Gee'Ocho'o, the city champion, set a new record: 57 beagre in 3 hours! That was the same time that me and Tommy met Wilfred.

Wilfred's parents live in Lelsh, but he snuck under the fence to see the contest. Me and Tommy were gonna beat him up, but he gave us some bryitts so we let him come with us. Mr. Liggnie let all three of us help with the clean-up. After the beagre-burning, Wilfred showed us his parents house. Wilfred's got a really great back yard with a pond and three real vintch. Ms. Shettra, the housekeeper, said it was okay for us to climb in the vintch if we didn't kick the inside. Wilfred's parents weren't home.

Beagre

ARDOTH

Ardoth Bay
Arbis
Ocean
Sonitport
Pel
Jendo
Fisa
Balis
Crennil
Kigress
Breh
Kim
Shray
Mayder
Shen
Unsh
Torin
Caladia
Cryer
Skipper
Scaller
Carter
Gauss
Dharsage
Bantiff Fence
Shandane
Keysis
Gursh Fence
Sharwa
Cryshell
Lombadden
North Wall
Lothern
Grithendale
Sage
Tamper
Kuther
Vinelle
Podrin
Emmersol
Ardis
Whosin
Halting
Dichandre
West Gate
Trethyl
Kivas
Shampang
Dich St
Cryshell River
E
N
S
W

Fisa
Balis
Balis
Crespi
Wall St.
Scobian
Crennil
Lander
Bova
ller
Carter
Gauss
badden
Ecarith
Nane
Perimeter
Borvis
Vintch
S. Vintch
Shallise
Salna
Rivell
Lerrin
Canal
Famber
Dirley
Thombo
Bovina

Map Key

Roads	
Bridges	
City & Sea Walls	
Citadel Wall	
Fences	
Marsh	
Sea/River	
Grassland	
"Isho Free" Area	

Scale: 3" equals one mile

SHANDANE

Westgate, Clavis, Arkin, Es'Wother, T'Lane

WESTGATE

Westgate is a district of Ardoth that stretches south from Sage Street to the Stocks and west of Halting Street along the west wall of Ardoth. Neighborhoods are all residential, except around the Northgate and the Westgate entrances to the city. Tens of thousands of Ardoth's residents live here. Single buildings house three or more families. Two, three, and four story white stone buildings are common, each housing hundreds of tenants. Rents are low in most of Westgate, but access to the citadel is poor. Many merchants of Clavis and Arkin live in Westgate.

Tourist cleps line the streets of Sage and West Gate (also called Cryshell). The local kimmits instruct their yords to lead newcomers to various cleps on different days of the month. On the 23rd of Eris, it might be the day when yords bring newcomers by the Shaden Clep, where they can see boccord grooming the horns of thivin.

CLAVIS

Clavis is a neighborhood of illidges, cleps, encleps (healer's cleps), and two kimmits. The heavy clep and inclep neighborhood of Lola is separated from the residential Sharben neighborhood.

The illidges in Lola are free of the rusper-hums (Ardoth's winos) found in other neighborhoods. They are filled instead with local merchants and middle-class travelers stopping for dinner and a drink. Patrons are congenial in their treatment of strangers, often inviting those dressed differently or with strange accents to join them in their drinks or dining. An interesting custom of unknown origin is the serving of "binkers hamn" to strangers. This flat steak is comprised of durlig heart and the parts of meat found in terran head cheese. Minced and fried, this brown patty is served with a tall mug of squam - which, it is agreed, helps wash down the taste of the pillit (a gland in the chin of the thombo). Chairs in most of the Clavis illidges have straight backs and long legs. The slouching common in illidges on South Side is considered inappropriate and boorish. The "ahem" sound of throats clearing indicates disproval by patrons and the illidge workers alike.

In Lola, kiosks of all varieties appear on approach to the intersection of Cryshell and Sage. The murmur of thivin voices and the heavy scent of cooking oils are characteristic of the servers and their wares. Not to be obscured by the competitive offerings of the humans and the thivin, boccord from Ros Crendor have established themselves southwest of the intersection with "leafed hiddo-meats" and "servareen bars." By noon, callers begin their paid roam through the clep neighborhoods shouting mealtime testimonials, the thivin start passing out "trail-meal clips" (discount coupons for lunch), boccord start shouting their own mealtime testimonials, and thombos laden with advertisement begin their excursions through the streets.

Sharben is quieter. It sees little foot traffic, as those traveling to Lola are more likely to come from the Cryshell/Sage area. Flats in Sharben house multiple families. This arrangement appeals to thivin, and Sharben has attracted several dozen thivin families.

A few cleps of interest in Clavis

Crucius Clep on Podrin: Rickett Bejewda sculpts crystal for caji.
Graceful Enclep: Tussic Attri, a healer, treats clients out of her storefront home off Tumbernaw Street.
Gruter's Hides: Gruter Staulhone tans and sells hides.
The Lensuary: Stella Dymre sells limilates, many imported from Miedrinth. She offers special low prices.
Walder's Meats: Millik Walder babbles a lot, and sports bloodstained smocks. He serves thombo meat and an occasional dothobider.
Chooley School: Prep school for the Atterol Iscin Klade. Enrollment is 50 students. Deltro Sanmore is the supervisor, a very stern headmaster.
Ahtra's Clep: Ahtra watches the moons. He reads naulls for a living. He has crafted a cle-eshta out of plaster which he claims to use.
Cammiger Day: Merchants and clep owners display their wares out doors. Canceled 3438 to 3447 for the war and the riots that followed.

ARKIN

The Arkin district encompases a number of diverse Ardothian neighborhoods under the jurisdiction of a single kim. There is the Persis neighborhood at the intersection of Cryshell and Sage streets, the Wolton neighborhood, along Lothern, the Laprendell Neighborhood overlooking Cryshell, and the Tocour neighborhood, which includes the Atterol Iscin Klade. The entire district is bordered by Lothern, Sage, and Cryshell streets.

Persis

Most Ardothians associate the Arkin district with the densely packed kiosks of the Persis neighborhood. Starting a little before noon each day, hungry people flood the intersection of Cryshell and Sage, forming lines in front of Thodies Bryitt Palace, Hombtree's merbian steaks, and other food vendors. Workers come from areas as far away as Citadel's Council Grounds and Dryce.

The thivin are newcomers to the food concession business, but their new recipies for durlig turn even avid durlig-hating Ardothians into newfound loyalists. The "Bryitt-Yule Deal" is still Ardoth's best tasting lunch value. Pay a yule (gemule) at Thodies and get three durlig bryitts, a mug of sqaum, and a bag of crisps. Value conscious boccord eat here regularly. For the past five years, aboui half of the kiosks have been owned by thivin working out of the Dich. The booths are carted home at the end of each day by thombo.

Wolton

The Wolton Neighborhood is known for its variety of incleps for travelers to stay in. Also located here is the Danstead Society Headquarters for world travelers. They maintain offices in every major city on Jorune. Their purposes are apolitical - they are intended soley as a meeting place for intrepid explorers, diplomats, and travelers who are far from home.

Laprendell

Laprendell is a residential neighborhood that bends along Cryshell Street. There are several bronth in residence here, as well as a few woffen, and one corastin - all native Ardothians. The kerning bay in Laprendell is called "Howda" and is well maintained. Howda doubles as the meeting hall for the local kimmit. Chairs are brought by those attending the meetings from their own homes. The corastin in Laprendell has friends in Oiders that assist in the weekly chair moving.

Tocour

The Tocour neighborhood is the home of the well respected Atterol Iscin Klade. The grounds are immaculately maintained, giving the klade the overall appearance of a park. What the landscaping hides are the number halls of learning, the great libraries, and the lab facilities here. More than a dozen such buildings are obscured from view by a wall of trees that separates the Atterol Iscin Klade from Sage and Lothern streets.

Founded almost one thousand years ago by iscin from the Gauss Valley, the Atterol Iscin Klade is one of Ardoth's centers of higher learning. Would-be iscin study long hours to prepare for the klade's entrance exam. Less than one hundred of the candidates are chosen each year for the training.

A note about iscin: Iscin institutions are apolitical. Iscin rarely attempt drennship; their loyalties are first to science.

ES'WOTHER

This district was called "Harsri" before the Energy Weapons War, but was laster changed to Es'Wother due to the stigma attached to the name; Rhan Harsri was despised as regent of Ardoth during the war. Es'Wother is woffen for "home." Woffen appear in equal numbers to humans, muadra, and boccord in this neighborhood. It is in Es'Wother that the first Shen was built hundreds of years ago. It has since served as a consulate for Lundere, Dobre, Anasan, Tan-Iricid, and more recently, Temauntro, and Thantier. Under agreement with the city, creatures in the employ of the dharsage or chell are permitted entrance only by invitation. The Shen is off limits to all but invited guests and residents.

The Es'Wother Shen was emptied considerably when, in 3470, the dharsage expelled all thriddle from Ardoth. This was in response to news that thriddle had sabotaged his father's endeavors after the Energy Weapons War. When the thriddle returned after the Warp-Flash of 3475, they requested and were granted additional land to build a secondary Shen. The land they seduced the dharsage into giving them lies in the back of the Sobrinth district, along the back of the citadel wall. It was originally training grounds for dharsage military forces. See a description of Sobrinth for details.

A mini-bazaar is featured each day of high-Gobey-noon in the "Pools," of the Es'Wother neighborhood. These pools are actually dry streets and courts where the Cryshell river used to run its course. "High-Gobey-noon" occurs whenever the moon Gobey is high in the sky at noon, about every four or five days. During other days of the week the Pools are used as social grounds. Jorune style picnic tables are carted in by the Leathro Corastin Aides as human, woffen, thivin, bronth, and others arrive from the various Ardothian neighborhoods. Almost every neighborhood is represented in the Es'Wother Pools. The local kim pays for the corastin laborers but turns a profit on the gunther burgers and swallics it serves. The gunther burgers are made from ground beagre meat and a little durlig, and the swallics are a native Jorune vegetable with a hard crunchy exterior and a soft, mushy center - both are served deep fried.

The main form of recreation at the Pools is gambling. Shambo and Mayoo are traditionally popular (games of the thivin), but so are games of other races. Competition amongst bronth usually results in loud bellowing of the loser. Violence is rare here, as the games are played for low stakes by recreational gamblers. Compulsive players usually take to one of the gambling clubs like the Uden Den.

Slow days at the Pools draw crowds to the nearby Isho Free area up the Cryshell River. Here they can watch caji practice dyshas at the water's edge. Residents of the Rappenat neighborhood have long complained that "Pool regulars" tromp through their yards and trample their plants. The response, "It's not us, you've got beagre."

The remainder of the Es'Wother neighborhood is residential. There are a few cleps, and an occasional shenter. The woffen in Es'Wother are long time Ardothians; few speak their native Lunderian tongue.

T'LANE

East of Es'Wother is T'Lane, a district of three neighborhoods, Rappenat, Cryer, and the "Isho Free Area," formally called Laysis. The "Isho Free Area" has drawn so much attention to itself that its name is usually synonymous with the entire area - much to the indignation of the residents of Cryer and Rappenat.

Rappenat

Rappenat is a neighborhood of posh homes located along a slight embankment overlooking the Cryshell River. Outside of the citadel, these are some of the most expensive homes in Ardoth, and some of the most beautiful. This was one of the only residential zones in Ardoth that was spared from destruction during the crugar invasion in the first half of the Energy Weapons War.

At one point, Rappenat pinches down to a width of only few hundred yards. This area is called "The Neck." It is the point of intersection between Carter and Sage streets and marks the beginning of the incline of Rapnet Hill. This is also the point where regulars from the Pools in Es'Wother follow the river's outline to the Isho Free area a few hundred yards up. This "trespassing" has been a source of friction between the two neighborhoods in the past.

Cryer

Cryer is a neighborhood populated mainly by humans who work in the Bazaar. Rows of trees insulate the area from the noise of foot traffic coming and going along Sage and Cryer streets. There are a fair number of caji who have chosen to live in Cryer because of its advantageous location - adjacent to the Isho Free Area. They are a peaceful group, but complaints from nervous residents bring yord patrols by their homes often. The daijic do not patrol the area. There has been no record of criminal dysha use here in the past twenty years.

Laysis, the "Isho Free Area"

The Isho Free Area of T'Lane was once a beautiful neighborhood, the same as Rappenat, but it fell to the crugar during the Energy Weapons War. It was set up as a camp for the homeless after the war and later as a site of caji protest. In a bold move, Khodre Dhardrenn proclaimed the neighborhood an "Isho Free Area," and in so stating, retired his daijic from their Laysis patrols. Caji were free to do as they wished so long as they did not affect other neighborhoods. Other forms of criminal activity would still be investigated.

The ground of the Isho Free Area is relatively flat and hard. A small canal cuts into and around the neighborhood, following Cryer Street, and then returning back to the Cryshell River. It has been blocked off since the time of the protests in the late 3450's and early 3460's.

Caji practice dyshas all along the waterfront of the Isho Free Area. Small forested areas and stone foundations are the only obstacles blocking one end of the Isho Free Area from the other. There is an interesting location in the Isho Free Area called "The Loop." It is a spot in the air, about twenty feet high where orbs will momentarily spin in a loop. The phenomenon is unexplained, but local caji believe that there are many other such spots in Ardoth that will never be discovered because of the criminal implications of even investigative dysha use.

SIDERS

Portgate, Southport, Fisherman's Quarters, Klade Bay, Oiders, Dryce, Dich, Stocks

PORTGATE

The Portgate district begins at the main pier, extends down as far as the beginning of Southport, and then cuts across to the Cryshell River. Portgate is a community of people tied to the livelihood of local shipping. Small, independent shop keepers, craftsmen, and fishermen make up a large percentage of the land owners.

Portgate occupies a triangular section of town along the southeast side of the Cryshell River. The entrance to Portgate from the citadel is via Jendo Drawbridge which leads from Sage Street across the river. The Jendo Drawbridge was originally located at the south tip of the Bazaar, but was moved 180 years ago to better accommodate pier traffic. From the south side of the Cryshell River, entrance to this district is along Pel Street.

The most distinctive aspect of Portgate is the Commercial Pier and harbor itself. A mole of huge stones and concrete supported by arches stretches out 250 yards into the Sychill Sea and then turns south for 700 yards to form a safe port. Paved with expensive lissen slate for durability, the pier serves as a foundation for numerous warehouses and brokerage firms. Wooden and canvas buildings line the outer edge of the mole, and the sights, sounds, and smells from the harbor compete for attention. Band's Condiments sells spices from the East Trinus, Anasan and even Drail. Doebis Imports peddles tools and artifacts from all the human lands, and a few non-human ones as well; if you want something out of the ordinary, seek it at Doebis.

The pier is 20 yards wide. The inner 7 yards are taken up by a thoroughfare for transport of goods to the warehouses and into the city. In addition to individual wagons and porters, a railwagon runs the length of the jetty. Pulled by a team of six thombos and running on iron rails, this wagon provides inexpensive transport of bulk merchandise to the city shore. At the tip of the quay is a small, oil burning lighthouse run by the Paladrinth Klade.

The pier stands thirty feet above the normal high tide level. Wooden pontoon docks line the inner edge, and hinged ladders and stairways provide access to the ships. Cranes are available for rent, and can be locked into special sockets built into the pier-side. All the structures on the jetty are semipermanent since none can withstand the high tides that sweep in every 26 years. Thirty to forty foot floods then submerge even the stone pier. It has come to be a regular tradition for the inhabitants of the quay to break down their buildings and retreat to the sanctuary of the seawall. When the tide passes, bids are reopened for space on the wharf. This natural system assures that a perpetual monopoly cannot be established on the pier. A festival of rebuilding often accompanies the reestablishment of the harbor.

At the base of the jetty is the section known as the Import, a thriving little corner of capitalism. Importers, brokers, and financiers of every kind have their offices here. No ship passes in or out of the harbor without also passing under the scrutiny and speculation of many entrepreneurs. Rising like a giant from behind the walls is a seven-story tower which is a combination lighthouse and watch station for the city. Any ships coming into the harbor are sighted far out to sea by telescope. This information is relayed down to the offices at the base of the tower and posted for the public. The knowledge that a ship full of Dobren furs or some other commodity is coming into the city can mean a great deal to speculators. Thus, some of the notices of arrivals somehow don't get posted as quickly as others, due to "understandings" certain businessmen have made with the watchmen. Most goods run through the Import on Pel Street and from there into Portgate proper.

Paralleling the seawall and the Western edge of the harbor is Ocean Street, full of more warehouses, but also the site for numerous incleps. Sailors and travelers find lodging in the many hotels and inns in this area, and the sounds of their heavy partying can often be heard. Southport Avenue is another major street running from the gate at the south end of the Bazaar to Ocean Street and the wharf side. Various shops catering to the sea-trade line this lane, such as sail makers, net makers, and smithies.

All is not just business as usual in Portgate, however. Human dock worker klades are in an uproar over the use of corastin on the pier, claiming it is unfair competition. Several clashes have ensued. Portgate shipping companies have cast a greedy eye on the fisherman's pier at the south end, citing that it would be better used as a commercial dock. The fisherman are adamant about keeping their traditional pier. Hard feelings and tensions are growing. Young street gangs, usually of ten to twenty youths, come in from Southport and harass foreigners staying in Portgate. Two deaths have been reported. The yords do what they can, but can't be everywhere at once.

Portgate is a dense district of commerce. One illidge blends into the next for the merchant ship captains that spend but a few days at each port of call. The area is distinctive, but has much less personality than Southport.

SOUTHPORT

This district of Ardoth stretches from the seawall at Ardoth Bay down the city's exterior wall, all the way to Oiders. Part of Southport meets the Klade Bay, making access easy to the goods and services of Ardoth's klades. Jendo Street is the dividing line between Southport and Portgate. It is a street heavily trafficked with fish and sea fare on the way to the Bazaar and the Klade Bay. Fishermen take their daily catch to Jendo Street and across to the Bazaar by barge, or take Jendo down Pel Street to the Jendo Drawbridge. Ocean Street is avoided because fisherman are charged 20 gemules each city block they transport their catch. Although the practice is unfair, it helps keep the main commercial strip free of the fishy smell that otherwise pervades the area.

The fishing quay defines the northern edge of this district. A mole 250 yards long supports a pier of the same construction as the rest of the harbor. In fact, whether the pier is part of Southport or Portgate has often been debated. Docks line both sides of this pier, and unlike its harbor counterpart, it has only ten established klade warehouses and a salu trade hut

lining the upper deck. The klade storage has been replaced after every High Tide and the community has full access to their use. Boats rotate use of the docks for unloading and can be drawn up into berths which line the shore south of the harbor. Thus, a steady flow of boats can use the docks and not clog them up. While Ardoth's fishing fleet is not as large as Sychill's, it must still be very frugal with space to accommodate its boats, and Southport has become a second home for a number of seacraft. The salu can be hired to check the condition of vessels, and many have guided fleets toward their richest fishing harvests.

West and south of the quay are the ship-mending berths where boats are dry-docked, repaired, and stored. Ocean Street continues into Southport, paralleling the 30 foot high seawall. On the west side, opposite the berths, are the fish warehouses proper and the preparation areas. Large racks for drying seafood, along with smoking shacks and pickling vats, lend an unmistakable scent to the air.

Fisa is a major street leading inland and connecting with Balis. Fisa has a number of incleps and businesses catering to the fishermen. The east side of the section is heavy with cleps dealing in seafare, boat tending, and such. The buildings are clustered close together, and are two to three stories tall to make maximum use of space. Other than major thoroughfares, the streets are barely wider than alleyways with overhanging structures shadowing many areas. The congested conditions here have created a haven for some very seedy characters. Street gangs have grown up in the narrow alleys and demand tribute by night. The groups are generally made up of young muadra and humans, armed only with knives or clubs. They haven't grown too brazen yet, but their timing is excellent and they nimbly avoid or distract yords so they can pursue their game.

The western portion of Southport bordering on the Klade Bay and Oiders, has a more open and organized feeling than Fisa. Here Crespi Street parallels, Fisa but crosses Balis and goes inland to the Klade Halls of the Barons. These Klade Halls hold the old family guilds which control at least three quarters of the fishing flotilla. Established during Shandane's era, these Klades quickly consolidated their control of the new wharf area. This has not been an entirely self-serving control, since the Klades oversee the handling of boats and warehouses near the pier with a fair hand. Smaller Klades and businesses pay a tithe, but are allowed full use of the facilities and can seek the assistance of the Master Klades in times of trouble. This is a sort of benevolent monopoly, dominating but paternal. The Klade Halls themselves are large and generally elaborate. Ornamental gardens decorate the blocks, and small courtyards and towers are common. While the yords may be less than effective in the eastern part of this district, they are more than alert to its goings on.

As Southport stretches further west, it becomes more and more residential. The cleps and illidges see a high rate of return customers, as opposed to those in Portgate. The fishermen who live here appreciate the company of strangers, but prefer their own kind. Many muadra and boccord live and work in this area. There is more of a racial mix in Southport than anywhere else in Ardoth (except Southside).

The mid-western portion of Southport (around Balis Avenue) consists mainly of offices for large brokerage Klades. Many gems and promissory notes are passed from offices as funding for trading expeditions. Scribes and printers are kept busy with the flow of paper-work through this area, rivaling the Citadel's Financial District bookkeeping in this respect. A few independent groups have managed to get a foot-hold, but one wrong judgment or a misplaced investment can mean a vacant office. The thivin pioneered the notion of insuring expeditions and the Hlonistu Klade has also used the idea to build a viable business; they are the first humans to do so.

The chell receives regular reports from Southport, but refrains from interfering in each district's affairs unless absolutely necessary. In recent times, the chell has become increasingly concerned with the overall stability of the area and has requested the kim and kimmits to address both long and short term solutions.

There are also reports of ghostly lights moving around Edon Street, between Jendo and Balis. Their source is unknown and the local daijic can sense nothing from them. Some say they are shanthic spirits, others call them a ramian trick of some kind. A series of disquieting murders have recently occurred in the Import, each victim found with deep stiletto wounds up and down their backs. No suspect has been found. Some rumors connect the slayings with the appearance of the lights.

A series of disquieting murders have recently occurred in the Import, each victim found with gash wounds to the neck inflicted by razor sharp claws. No suspect has been found, but crugar everywhere are avoiding the crowds. No, not all is business as usual.

FISHERMAN'S QUARTERS

The Fisherman's Quarters was not designed or planned -- it just naturally sprawled. This intermix of cleps, incleps, small brokerage houses, craft shops and homes has grown outside the city's walls since the time of the Energy Weapons War. A small (100 yard) pier was constructed as an independent dock for the fishermen and a basic seawall built as protection from the tides. Whether it will help in 3494 is uncertain.

The settlers in the Fisherman's Quarters have not allowed their land to be officially designated "Isho Free," and have requested daijic by the dharsage. Although the area is patrolled occasionally, the daijic here are extraordinarily lenient and it would take dyshas of Desti or a great use of Isho to warrant an investigation. Thus, only one kerning bay was ever made, and caji feel free to kern wherever it is not a nuisance. A fair number of muadra have moved to Fisherman's Quarters, along with boccord who find the atmosphere exciting. A small salu enclave exists just outside the southern levy, and salu often work with the fishermen and marsh runners.

Yords are few and address only serious offenses in the Fisherman's Quarters. Beggars and githerin move about, usually hitting up easy marks such as newcomers to the area. A brothel, independent of the "escort" klades of Dryce and Vintch, also exists and offers unique entertainment. The Fishermen pride themselves on their freedom and straightforwardness. Here, if you want something, it's usually for sale.

Most of the buildings are one or two-story rambling abodes made of mudbrick and stone. Streets are often crooked and difficult to follow. Oil lamps are being installed at most major intersections, but the nights are still very dark in this part of town. A few trees, mostly oaks, now grow as tall as the rooftops. While the overall impression is not one of abject poverty, it is obvious that this section is not as heavily funded as other, older areas.

A noted exception to this is the west portion, which has be-

come known as South Homes. Since businesses in the Fisherman's Quarters can often underbid klades because of low overhead costs, many come to Fisherman's Quarters for inexpensive low-profile services. This has made many merchants quite wealthy, and they had built a series of small mansions and townhouses on the west side. Here there are luxurious, walled, three story homes, each protected by its own guards. The gangs which sometimes move in the east sections of Southport avoid this area.

The delta and marshlands to the south of the quarter are sources of livelihood for a number of people known as "marsh-runners." Some live in the marshes, collecting plants and animals for use in cooking and limilates. These usually only come into the quarter to sell their goods, restock and head back to the swamps. Smugglers also make a living in this area, moving illicit goods, high tariff items, and Earth-Tec in and out of the city. Small boats move the goods through the shallow waters to ships which hug the coast, out of sight of the citadel towers. These ships then move south until it is save to move out to sea. A proposition before the chell to section and drain the marsh has met with heated opposition from people in the quarter as many profit from the activities there. The disappearance of two survey teams is being investigated but is making little headway.

THE KLADE BAY

The Klade Bay is a collective of klades located together on a single plot of land that follows the south edge of the Cryshell River. The dharsage and the chell institutions have historically had problems with the klades. Powerful klades are considered to pose a potential threat to dharsage authority. The chell has been forced to mediate between local cleps and larger klades due to claims of unfair trading practices. Both offices have attempted to subdue klade efforts to expand economically.

Roads cutting through the Klade Bay divide it into seven neighborhoods: The Bohod Klades, Klades of Hudson, Kipkle Klades, The Cassadons, Gauss Valley Associates, Lorgin Klades, and the Pesade Klades. For city purposes, each of these areas is considered a neighborhood and is represented by a kimmit. Together they form a single district of Ardoth represented by a kim. Each of these klade neighborhoods is named after its largest klade.

Here are descriptions of the seven klade neighborhoods. Only a few of the many klades in each neighborhood are described.

The Bohod Klades are a collection of klades primarily supporting Port Gate fisherman and merchant vessels. Ropes, sails, and other fishing gear are manufactured and repaired by the Barrij Klade, the Shelt Klade, and the Yampher Klade. The neighborhood is named after the Bohod Klade, which designs and weaves prized Cushindell silk sails.

Barrij Klade	Ropes and net makers
Shelt Klade	Sail makers
Yampher Klade	Sail menders
Bohod Klade	Cushindell silk sails weavers
Shoukt	Wine fermenters

The Klades of Hudson are a tightly knit klade group that offer numerous services and consumer goods:

Spallor	Bladesmiths
Kindrich	Armorsmiths
Halby	Thombo trainers
Lassiltroff	Cabinet makers
Hobra	Horse trainers
Ginja	Private yords services
Learson	Corastin movers

The Cassadons are a varied group of klades. They are best known for their Oriem creams sold at many creameries, including the Bep Clep.

Belli	Stoneware makers
Clerbish	Theatrical performers
Oriem	Cream makers (specialty: tullidge stalk)
Shelp	Carvers (fine furniture for the dharsage palace)

The Gauss Valley Associates are klades whose members have come from the Gauss Valley, or who follow traditional trades.

Triwerse	Cobblers
Iscin	Iscin researchers
Jahadda	Pharmacologists
Liggnie	Durlig harvesters
Mooslek	Feeders (Provide foods for animals in the stocks)

The Kipkle neighborhood is small, but its klades are well known. The quality and service of Kipkle klades are distinctive. Most are highly specialized.

Astilene	Forge gateways, grates, locks
Letros	Private Yord services and training
Shencle	Clock makers
Hichandricks	Tailors (import Lelligirian Cushdin silk)
Shelpedy	Cream klade (competes with Oriem)

The Lorgin klades are viewed with contempt by many well-informed Ardothians. Their prices are high and their services are poor. The neighborhood is unkind to strangers. The Lermpha Klade of limilate fabricators is commonly thought to be responsible for the "Rot-Plague" of 3462.

Kastril-don	Fabric and clothing imports (family from Lelligire)
Aciloss	Private yord services
Dainayne	Cleaning services
Lermpha	A small group of limilates fabricators
Mersigh	Tanners of a variety of hides
Rutterbus	Caterers (they deliver and serve)
Scheadir	Paper makers
Ubrissa	Groomers (hair, nails, tailors)

The Pesade Klades are a varied lot. They offer a variety of services and manufacture numerous consumer goods. They are often at odds with the Lorgin Klades.

Aggum	Tarro training
Codesh'en	Tailors
Diomis	Glass blowers
Lalbin	Sculptors (stone and metal)
SonraTey	Sea merchants
Untina	Perfumes

OIDERS

Oiders is a large, sprawling district of three autonomous neighborhoods: Central Oiders, the Moether Klades, and DharWin. Although they all report to the chell under a single kim, their neighborhood kimmits wield the real power. Deep rifts have formed between DharWin and both Central Oiders and the Moether Klades.

DharWin

Problems began after the Energy Weapons War when several rich families emigrated to Ardoth from what is now called South Khodre. The most powerful of which were the DharWins. Oiders residents began resenting them early on. No sooner than they had moved in, the DharWin family removed all the native vegetation from their land, and planted

thorny stimmer vines, a very unneighborly gesture. Serious problems now eclipse minor irritations. Private yords patrol the streets around buildings and homes owned by the families from South Khodre. It is said that the residents of this neighborhood cannot be trusted; their trust has been bought.

The need for private guards, spiny plants, spies, and lookouts is apparent to those who believe the rumors that these families have been implicated in everything from shirm-eh dealings with the ramian to espionage in the Shen. There are even rumors of smuggling Earth-Tec out of the city. The yords here are paid by each neighborhood, not by the district, as is common in other parts of the city. They take their orders from the kimmits, not the district kim. Residents of DharWin are not particularly friendly to strangers.

Central Oiders

Central Oiders is a middle class neighborhood. Visitors here don't feel as though they're under suspicion from the yords or the locals as they do in DharWin. It is only the kerning bays in these neighborhoods that give Central Oiders and the Moether Klades a bad reputation. Several of the kerning bays are seedy, but the others are nicely constructed, and support observation decks for spectators of the weekly Tag Events.

An interesting game has evolved over the past twenty years. Entitled "Kerning Bay Tag," it is a team sport that pits caji versus caji. Orbs and bolts are flung from offense to defense, where they must be unwoven. Humans and boccord sometimes play defense, interfering with whatever comes at them. The last five years have seen changes to some of the rules of Bay-Tag: humans and boccord may now use crystals. Weekly competitions between the seven Oiders Tag Teams take place at these kerning bays on a rotating basis. Crowds are large on tag days and people come from all over Ardoth to see their team compete.

Central Oiders is known for its beagre hunt champion, "Gee'Ocho'o," a scarmis. He (or she?) lives in an area with a couple dozen other scarmis. This area of Central Oiders is known as the "Dirrla'och," which means something in the scarmis languages. While their mud huts have long been tourist attractions, wise visitors maintain a respectful distance.

The Moether Klades

A set of klades organized under one name. A few of the klades are:

Jansa Passage Klade: Jansa is one of Ardoth's oldest klades. It provides most of the crystal dust used for funerals (the deceased in Ardoth are sprinkled with crystal dust to speed their passage through the Isho wind). Dead crystal mines in the Sobayid provide the raw material to be ground down into crystal dust.

Moether Klade: Members raise Cushindell silk moths (the silk is used for clothes), gauthi pupae (used by thivin in their rug making), and tootles (worms that are grilled and eaten). They sell these insects to other klades and cleps throughout Ardoth.

Shamm Klade: The land upon which the Shamm Klade is located is so moist and marshy that the stranded birl-grass can be grown. Although not valuable to humans, the Cushindell silk moth must eat this weed to produce its valued silk. Shamm's largest customers is the Moether klade, though some discriminating thivin weavers insist on raising their own silk moths.

DRYCE

Dryce has been part of Ardoth ever since the south wall extension of 3200, but has never become a fashionable or desirable place to live. Dryce, however, doesn't have the evolving atmosphere of Oiders. Many of the long, straight, dusty streets in Dryce have looked the same for over a century. People grow up in Dryce, live in Dryce, work in Dryce, and occasionally cross the river to shop in Clavis or Arkin. People from the northern parts of Ardoth rarely have reason to go into Dryce.

The only really busy street in Dryce is Thombo street. At 5 A.M. the smell of livestock being driven up from the stocks hangs heavy in the moist morning air. Small shops of leather goods, riding gear, and work clothes line the street, and open up around this time. Most of these shops close by early afternoon. Much heavy equipment and some military gear is manufactured in Dryce, where the smoking and clanging activities of blacksmiths run little risk of disturbing neighbors. Most goods made in Dryce are barged up the canal to the Bazaar, or shipped out of the port, but serious outdoorsmen often go to Dryce to have their equipment custom-made.

Running parallel to Thombo street is Bovina. Livestock aren't allowed on Bovina, so it's one of the cleaner streets in Dryce. The only decent restaurants in Dryce are scattered up and down Bovina, and several serve a good steak (thombo steak, that is). Casual pedestrians avoid Thombo street (for obvious reasons) and walk on Bovina.

DICH

The Dich is a thivin enclave located beyond the city's walls outside Dryce. It sprang rapidly into being during the thivin emergence into Ardoth in 3412. Thivin were seen only infrequently in Ardoth before this time. They were popularly regarded as gypsy, worthless wanderers of unknown origin. Denied space in the city to build, they began the construction of the Dich soon after their arrival. Its low walls would not protect them should Ardoth fall under siege, but would serve to keep their animals in and derelicts out.

The Dich had grown to the size of a small Ardothian neighborhood by the time of the crugar invasion of 3437. With brief forewarning, the thivin dismantled their shacks, leveled their walls, and fled southward as the crugar approached. They lived in the Plains of the Sobayid for the duration of the war, raising grints and growing sharley. They found Ardoth in ruins upon their return in 3438.

The rebuilding of the Dich took two years. During that time an even greater number of thivin appeared, necessitating expansion of the rebuilt Dich. These thivin had come from the Island of Reet, off of Burdoth's north coast. They were discovered by Lelligirian sailors who brought them to the mainland. These thivin traveled southward to Ardoth, where they had heard others of their kind were staying.

The present shape of the Dich hugs the edge of a precipice that extends out from the city. There is a narrow, treacherous pathway leading down from the Dich to the Cryshell River and the beginnings of Glounda Forest. This well worn trail parallel's the Cryshell road at a distance of about a half mile.

Compared to Ardoth, the inside of the Dich is another world. The ever present kiosks of Cryshell and Sage are absent.

Small, flat dwellings built upon raised mounds of dirt cover the grounds. Occasional two and three story wood buildings with decorative roofs rise above the mounds. Common throughout the Dich are hicho pits, stone lined depressions in the ground used for small fires. Thivin must venture continuously into Glounda for firewood. This task requires careful navigation of the steep pathway to the forest.

Craftmaking is common work in the Dich. Although known for their Gauthi rugs, thivin are considered expert weavers for all purposes, excellent jewelers, fine woodworkers, and the creators of most of the best musical instruments on Jorune. There is still a stigma attached to these creatures because of their unknown origin.

STOCKS

The stocks are an area outside Ardoth's city walls that have existed for centuries. As the city's walls have expanded, the stocks have moved with them. Though the livestock can be brought into the city during time of war, its location outside the city makes daily grazing easier; it also helps the odor outside with the livestock. Butchers work in the stocks and in the Bazaar, the two main sources of fresh meat in the city. There are two main city gates that open into the Stocks. The first is located at the north end and is the most common path for foot traffic in and out of the Stocks. The second is located further south and follows thombo street to the canal. Lothern-drawn barges transport livestock up to the Cryshell River, and then down to the Hergis Canal, which leads to the Bazaar.

Many of the Stock's thombos are born and raised in Monerey, a city known for its thombo farms and anti-muadra sentiments. Adult thombos are herded south for the long drive to Ardoth at the end of each season. Thombocs of the Stocks (like cowboys of the old west) resent the herders from Monerey for their racist attitudes. Many muadra protest the bigoted thombocs of Monerey and refuse to eat imported thombo meat.

The variety of creatures raised and trained in the Ardothian stocks can astound the uninitiated. In addition to thombos, regions of the stocks maintain bochigon, lothern, talmaron, a single duradon named Stanley, horses, pibber, tarro, and two slutches, a rare delicacy. Each lerrin (small farm or ranch) in the Stocks specializes in a few of these breeds. The unemployed often hang around the stocks, trying to make themselves handy.

At the south end of the stocks is a secluded area perched at the end of an isthmus overlooking the South Fields. This area is called the "Shannat" and is the location of Ardoth's few shanthas. They live in small stone temples which they have carved themselves. No one is sure of their number, but once, twelve were seen at one time. Most are assumed to be Ca-Tra shanthas, worshipers of the moon Tra. They are apparently peaceful, and have even offered assistance in exchange for shanthic artifacts. The shanthas of Shannat are highly regarded by the people of the Stocks, who have learned much from them over the years. It is believed that these shanthas are hated by others of their race for prostituting their services to humans.

SOUTHSIDE

Vintch, Durris

South Side is a section of Ardoth that was walled after the Energy Weapons War. The old wall that used to close off the city between Dryce and Oiders was substantially destroyed during that war; sections of that wall are still intact, but most of the stone was carried away to construct the South Side wall and levy.

The South Side wall and levy are not patrolled as heavily as are other of Ardoth's walls. Its primary function is to keep the salt-water marsh out and the city in while maintaining control over passage into and out of the city. The levy is over 20 feet high and has an eight foot wide walkway along its top. The sturdy levy was deemed necessary because of the occasional flooding of the Ardoth Delta (south of Ardoth). A flood on the delta combined with a big storm on the bay has been known to send water streaming over even the highest parts of the levy. Controlled flooding has been intentionally applied during times of crugar invasions, by redirecting the Cryshell river.

As on all of Ardoth's walls, yords patrol the levy every hour or so. Ardoth residents are not usually allowed on the walls or the levy without good reason. The energy-weapon equipped yords take their job seriously, but will occasionally grant a tourist a look around.

VINTCH

The walls enclosing Vintch and Durris were built shortly after the energy weapons war (3445). At that time the Vintch neighborhood was already housing many of the muadra that had been expelled from Ardoth during the war. Extending the wall to enclose Vintch was a way to re-admit muadra into Ardoth (a condition of the Klein-Khodre Accord) without having to return all the original property taken from muadra during the expulsion. There is still a fair amount of political tension between the Vintch, Kim and the Chell of Ardoth. The Vintch neighborhood is more than half muadra, and muadra dominate the kim and kimmits.

Because of its unusual history, the culture and appearance of Vintch is quite different from most of Ardoth. Much of the architecture conforms to muadra dimensions, so humans and larger races often need to stoop in doorways. Most housing in Vintch is modest to poor, but not badly run down. Some fairly well-to-do muadra prefer to live in Vintch, and there are a few very nice homes scattered through the neighborhoods of Draugna, Austin, Othen, and Vintra.

Although there is some tension between Vintch and the rest of the city, there is little or no tension between the muadra and humans living here. Most humans in Vintch have a very liberal view of dysha use. Humans often visit kerning bays and

have no qualms about strolling through just to say hello to a muadra friend. This open bay atmosphere attracts more hishtins than do other parts of Ardoth.

Derrid
South Side's Isho Free Area

Vintch has lots of kerning bays, and the daijic there take a casual view of dysha use. Yords are rarely called in when daijic detect dyshas outside kerning bays. This leniency is taken to extremes in the Isho Free Area of western Vintch, an area where there are no daijic and dysha use is unrestricted. The term "Isho Free" is a misnomer; there is plenty of Isho here, free to be used. This neighborhood was named Derrid when it was constructed as a land fill extension to South Side in 3452. Daijic stopped patrolling there more than twenty years ago, after the death of a patrolling daijic in 3462.

The Isho Free Area is a fairly risky place to live - not a family neighborhood. Violent dysha incidents are common in the zone, and there have been cases of caji duels-to-the-death. Fortunately, most of Vintch is nothing like the Isho Free Area. Most of the muadra in Vintch are just as scared of the zone as the Chell's yords are. Any law and order in the Isho Free Area is handled loosely through caji representatives of the Vintch Kim. Many of Ardoth's residents wonder why the Dharsage allows the zone to exist. Khodre has not publicly expressed any opinion on the issue.

Durris

Durris is home to many of the agricultural workers who labor in south fields. Durris was annexed by the city at the same time as the Vintch neighborhood. At that time Durris was little more than a collection of huts and cottages near the old south gate that got pulled into the effort to enclose Vintch. The status of living within Ardoth attracted many new residents from the south fields, and Durris grew up very rapidly in the years after the energy weapons war. Although now fairly densely populated, the Durris neighborhood retains much of its rural flavor. There are very few buildings more than one story high.

OUT OF ARDOTH

Traffic in and out of Ardoth progresses along three roads: the Krayll road west to the Gauss Valley follows the rim of Glounda Forest, the Trethyl road north to Sychill, and the Soben road south to Coise and the Sobayid province of Burdoth. The terrain in each of these directions changes rapidly from that of Ardoth. To the north, the ground becomes hard, and the land, hilly. Along the Krayll road to the west, the ground is flat and lightly forested. The road follows 20 miles (32 km) along the banks of the Cryshell River until it ducks north into a particularly impassible section of the Glounda wilderness. To the south of Ardoth, the land becomes marshy, and forms a delta. Multiple branches of the Cryshell river are used to irrigate the durlig fields further south.

North and south of Ardoth are small fishing villages and a few cities. (Mentioned in the first chapter.) The villages to the south lie near the end of Ardoth's south fields and the beginning of the southern plains. Fishing on Ardoth Bay is good up and down the coast. The waters of Mansted, the point at which Burdoth and Heridoth come together, are particularly dangerous however, and are avoided. Commercial vessels travel regularly between these fishing villages and Ardoth, and ships from Ardoth port leave regularly for Koistra, Sholis, Monerey, Allidoth, Polpedroth, Port of Essanja, Sychill, Tlon, Lelligire, Sydra, North Khodre, and Dowsen.

The Ardoth Delta is a salt water marsh that extends about two miles inland from the bay and for a few miles south of Ardoth. It is a brackish region where the salt water sea meets numerous small branches of the Cryshell River. The delta is covered with a variety of indigenous waist-high reeds. There are no trees, but there are occasional sturdy bushes that rise a couple of feet above the reeds. There are no roads through the delta, but there are water channels and a few narrow foot paths cut by fishermen. Except for the channels and paths, most of the delta is hip-deep mud covered by a few inches of water at the base of the reeds.

Despite its bleak appearance, the delta is teeming with life beneath the reeds. Many of the seafood delicacies served in Ardoth are gathered by fisherman in the delta. Many of these fishermen have permanent homes on the coast south of Ardoth, but set up a seasonal kind of "tent city" on some of the firmer ground outside the south wall. At the right time of year this collection of tents and lean-to's has a well established look to it; there are even some recognizable "streets." But this appearance is deceiving, as the whole neighborhood is ready to pack up and move at an hour's notice in case of a bad storm.

Some Ardothians do not like the smell of the marsh. The delta has a salty, tangy odor that sometimes blows over the walls into southern Ardoth. A heavy flow on the Cryshell river can clean out the delta and freshen its smell for a while. Occasionally, a combination river flood and high tide will cause many fish from the bay to become beached and caught in the reeds of the delta; when this happens, the stench of rotting fish can pervade southern Ardoth for days or weeks.

CHAPTER 3: INSTITUTIONS

THE DHARSAGE

Since Ardoth's early times, there has always been a "dharsage" who has defended the city from brigands and invaders. The importance of this title has increased over the years, as Ardoth continues to expand her zone of influence. The dharsage of Ardoth is now the dharsage of Burdoth, the ruler of an entire realm.

The present dharsage of Burdoth is Khodre Dhardrenn, son of Khodre Allonkarb. Human names are generally first name first, family name last, dharsage names being a notable exception. "Khodre" is the family name, "Dhardrenn," a first name. There are a few powerful Ardothian families whose names follow the same pattern.

The title of dharsage was never intended to be hereditary, but the desire to keep power in the family led to this eventuality. Historically, the most qualified military officer was chosen by the chell (mayor) of Ardoth and was approved by the city kim. The system suffered a great upheaval in 3305, when the chell selected an incompetent to replace the dharsage who had just passed away. The old dharsage's son challenged the chell's decision and carried enough popular support to usurp the new appointee. The title has remained essentially hereditary since that time. The strength of the dharsage institution has factored heavily into Ardoth's eventual superiority over Heridothian capitols like Sholis and Koistra. The dharsage has a history of being a popularly supported executive branch with limited policy making powers.

> Khodre Dhardrenn is the current dharsage ruler of Burdoth. He wields more power than an other individual on Jorune. His father, Khodre Allonkarb, was the previous dharsage ruler. Allonkarb died in 3465 after a lengthy illness, leaving to his son a unified Burdoth, Jorune's most powerful arsenal, and his thriddle mentor, Kirra Ho-Trid. Most of young Dhardrenn's education, his knowledge of Jorune's past, was taught to him by Kirra, who insisted that the young prince read and interpret the works discovered in the caches of Earth-Tec. Dhardrenn was the first post-holocaust human to read Plato, Aristotle, Plutarch, Thucididies, and Jefferson. This reading influenced Khodre Dhardrenn to make radical changes in the 3460's. During the Mass Conversion of Ardoth in the year after his father's death (3465), Khodre instigated a program of renaming city streets in Ardoth to restructure commerce. Kerning bay restrictions were further relaxed two years later.

The dharsage controls the realm's military forces and defense of Ardoth's perimeter; the chell maintains order within the city walls. The tauther/drenn system changed hands from the chell to the dharsage after the Energy Weapons War, as drennship became a institution of the realm, and not just of Ardoth. This change met with popular approval, as only the dharsage had control over Earth-Tec. Drennship and energy weapons have been tied together ever since.

Daijic are humans who eat dharsage-supplied daij fish in order to enforce dysha use restrictions. Daijic work in the service of the dharsage. After the Energy Weapons War, Khodre Allonkarb made arrangements with ramian from Voligire to exchange daij for shirm-eh. The daij flesh made it possible for ordinary humans to see the Isho, similar to the way shanthas do with their "Tra-sense." Dysha use is easily spotted by daijic as a ripple through the sho-sen (Isho wind). In 3470, the Ardothian Council discovered the dharsage/ramian trade and cut it off. Left with no source of daij meat, the dharsage replaced daij eating with the practice of using sculpted crystals for dysha detection. Though not as sensitive as a daij-eating daijic, a crystal-carrying daijic is alerted to changes in the Isho and their location. Despite the trade restrictions, the dharsage has somehow managed to continue a clandestine trade operation.

Dharsage offices are located within the Dharsage Palace and in the Halls of the Dharsage, located outside the palace walls.

Dharsage Structure

Both the Dharsage and Chell employ many of the following:

Personnel for clean up	Travel Deputies
Trainees of all types	Public relations officers
Errand runners	Accountants
Scribes	Requisition managers
Clerks	Administrators

Offices for the dharsage include the offices of:

Appointment: Makes recommendations to the dharsage on military appointments, sages, and lystra. Located in the main hall of Loramount.

Earth-Tec: Determines who is permitted to apply for Earth-Tec. Office is located in the Halls of the Dharsage outside the Palace.

Energy Weapons: Evaluates requests for energy weapons. Only drenn work in this office. Located within the palace grounds.

Klade Relations: Operates in the Halls of the Dharsage. Evaluates trade balance between klades and private business.

The Chell: Responsible for maintaining contact with the Chell's Office of the Dharsage. Located within the Dharsage Palace.

Investigation: Investigates possible wrong-doing of any dharsage agent. Also assists in criminal investigations under the jurisdiction of the chell. The Office of Investigation makes recommendations to the Chell's Council of Kims.

Adjustment: This agency assists the kims in civil disputes. Where a kim decrees a fine be paid, or an asset be exchanged between individuals, the Dharsage office of adjustment is notified to ensure collection. Located in the Halls of the Dharsage.

Councilers: Maintains contact with kim leaders from each district of Ardoth. Keeps the dharsage informed of any favors the kims or chell might request. Located in the Halls of the Dharsage.

Relocation: Those who move from one part of the city to an-

other contact the dharsage's Office of Relocation to ensure that the dharsage knows how to contact them in time of war. This office contacts the kims to keep them informed of their constituencies. This is useful when tauther or drenn are needed for a civic project.

Finance: The dharsage had always been rich, but the Energy Weapons War increased their wealth ten-fold. Homes, repairs, travel, construction, and small businesses are financed at reasonable rates through this office. It is located in Halls of the Dharsage.

War: The Office of War maintains the dharsage inventory lists of Earth-Tec, available drenn and kesht, the status of all supplies, the state of city preparedness for war, and the political climate elsewhere on Jorune. High ranking officers and generals are assigned by this office. The Office of War is located in the Dharsage Palace.

Council Relations: This office maintains contact with members of the Ardothian Council. It is another of the dharsage's "favor bureaus," intended to solicit favorable support for dharsage policies. Its high budget pays for fancy mixers for politicos and their guests. Located in the Halls of the Dharsage.

The Daijic: Located within the Palace Grounds, the Office orchestrates daijic operations throughout Ardoth. This office was established at the time of the Klein-Khodre Accord, when Khodre Allonkarb realized that he would be allowing muadra back into Ardoth, and the daijic would be his only means to monitor their dysha use.

Cletch: Main taxation office. Collects taxes for military and international functions. Cletch (taxation) is collected every four years from every family in Ardoth. Families with a drenn pay 1 gemlink, kesht families pay 1 gem, and all other families pay 25 gemules.

The Realm: Assists in policy making for the realm. Officers of the Realm are the Sages and Lystra of provinces and counties. This office is located within the Dharsage Palace.

THE TAUTHER/DRENN SYSTEM

The tauther/drenn system is almost as old as Ardoth. It was originally created to ensure that the city would have a continual labor force for the construction and maintenance of the city's walls, sea walls, and docks. Tauther are drafted into the militia at times of war. The tauther system involves purchasing a metal challisk from the Hall of Drenn in the citadel and registering it under a "copra" (a person's mark, or insignia). Challisks are all very similar; they are nearly identical pieces of hull plating from the starships that brought humans to Jorune over 3500 years ago. When a drenn dies, or becomes kesht, his or her challisk is returned to the Hall of Drenn, where it is planed smooth again. Search parties from ~Ardoth scour old colony sites looking for additional challisks. When the metal is unavailable, tauther are given ceramic temporaries.

Service to the city or to a drenn may earn a tauther a copra stamp on his or her challisk. This costs about one gemlink for laser torch engraving performed by a dharsage agent that comes around to the various kims on a rotating basis. Strongest support for a tauther is a mark made directly on the Drenn Wall. Though inconvenient for those outside the city, a pilgrimage to Ardoth is sometimes made by drenn who wish to strongly support a worthy tauther.

A two or three day period is chosen out of every month when the tauther under the kim or kimmit in Ardoth are used as a mass labor force, helping rebuild old structures, clean public areas, and perform other civic services. Additionally, a few tauther from each kim or kimmit are sent to the chell's office to be part of an "Ardothian Crew." These teams of tauther are used to work on the city's sea-wall, exterior walls, scrape kid-ikyle off of dharsage ships, etc. Hearty meals are provided by the city when the workers end their long days.

Many Ardothians begin their Tothis process (working toward drennship) on Day Tauther, Eris 17th and Auss 21st. Hundreds and even thousands of people are escorted from Gateway to the Hall of Drenn on Day Tauther, receive a copy of the Tauther Guide, and stand in line to pay for their challisks.

KERNING BAYS

Kerning bays are areas in Ardoth where muadra come to kern (expel excess Isho) every few days. Caji (Isho-literate muadra) come to kerning bays to practice new dyshas and to increase their Isho. Kerning bays are the only places in Ardoth (besides the Isho Free Area) where daijics are not called upon for the detection of dysha use. Kerning bay patrons are sanctioned to use dyshas at their discretion, but violent crimes committed in kerning bays are not beyond the scope of the law.

Kerning bays are surrounded by a stone wall that encloses the area of kerning except for its entrance and exit. Large heaps of stones serve as kerning receptors and are placed a few dozen yards apart. The shards and remains of kerned stones are hauled off and used for paving. Kerning bays are prohibited by law from having roofs. They are always open-air. Tarps are allowed by the dharsage to be hung between the walls on rainy days.

Small walls cordon off sections of most bays into cul-de-sacs, both in the interior of the bay and branching off its perimeter. They have been added ad-hoc over the years as the practice and learning of dyshas gradually has become more popular and more accepted in Ardoth. There are a half dozen or so courts in a typical kerning bay, usually with a stone bench facing a target pedestal. Especially in the south of the city, kerning bays can turn into mazes, sometimes seedy ones at that.

The personalities of the different kerning bays can be as different as night and day. Most kerning bays, and certainly those near the citadel are well maintained, while some in Siders and South Side are neglected and attract shady characters. In areas like the Moether Klades in Oiders, muadra families can be seen walking as far as a mile to use a safer facility. Kerning bays that have been taken over by local gangs and the homeless are abandoned by the neighborhood locals. The original daijic and yord patrol that monitored kerning bays has been cut back over the last twenty years to a force of about fifty. Violent crimes have taken place in the isolated courts of kerning bays throughout Ardoth. Illegal transactions of all kinds find their ways here as well. Deals for shirm-eh, crystals, stolen challisks, contraband limilates, purloined energy weapons, shanthic artifacts, and counterfeit gemlinks all take place within kerning bay walls.

The existence of unsavory types cannot be overlooked. Your average kerning bay has a few of them, and they can cause problems. There are the dytes (young muadra who learn only lightning blast and who are not considered caji), the Shal freaks who practice Shal group dyshas like brain blast and faint, and the homeless caji, who attempt to take up residence

in the seldom used courts of kerning bays. The Shal freaks often practice on live beagre tied to stakes. This inhumane practice is presently under review by the chell and may soon be outlawed.

Bolpey Kerning Bay

The Bolpey kerning bay in Arkin is famous for many reasons. It was the first kerning bay in Ardoth and the first to permit kerning without charge. It was built to the old kerning bay standard, which emphasized easy monitoring by yords perched high on the walls. It is the only bay in Ardoth to retain such lookouts. The best known facet of Bolpey is its mascot, Nam-An-Atra, or "The Mooning Stone." This shanthic artifact was purloined from the temple of Ca-Sha-Lafri by Highlander McNamera, Drenn extraordinaire. He barely escaped the shanthic ruins with his life, and the large crystal sphere. Upon his hero's return to Ardoth, he consulted the learned copras (experienced caji) of the Bolpey kerning bay. They discovered that kerning into the crystal caused it to levitate, and squirt out orbiting orbs. It was designed not for the defense of the temple, as McNamera had expected, but rather for decoration; the shantha from whom it was stolen showed signs of great anger when it was taken, but had no desire to engage McNamera's blaster point blank.

Disgusted over the danger he had endured to obtain this legendary - but useless - crystal, he left it to the kerning bay as a show piece. What he could not have guessed was the interest that the Mooning Stone would generate. Its shanthic name, Nam-An-Atra, was translated off the bottom of the stone by one of the Ca-Tra shanthas living at the south end of the stocks. The name means literally, "Floating Stone of Lights." The Mooning Stone soon became an attraction at the kerning bay. Tourists from outside Ardoth came to the Arkin neighborhood not just to visit the Atterol Iscin Klade, but to see the floating stone of lights in the Bolpey Kerning Bay.

Bay Twenty-Seven

Bay Twenty-Seven is located in the Clavis neighborhood, just off Pudrin street, in a lot made available when the Hershman Toy clep burned down 12 years ago. Instruction, rather than kerning, is the main thrust at Bay Twenty-Seven, admission is only 3 gemules. Six excellent muadra and boccord instructors can be paid hourly for assistance in various weaves, naull perfection, interference, signature skills, unweaving, Isho enhancement, or even new color coaching. However, such private lessons are expensive; expect to pay 8 gemules an hour for help in any of these areas. Larmo Tahaney is the headmaster of the Bay, and also serves on Clavis' kim. His methods are aggressive; people have been injured during his lessons. The other instructors advise newcomers avoid him. His methods do get results for those willing to endure the pain of his training. A bonus of 2 is permitted on rolls against Color Characteristic when attempting to learn new dyshas from Larmo. However, as a result of his harsh methods, a failed 4D6 roll against Constitution almost guarantees a superficial wound. Use the following 2D6 index: 2-4: pain and bruises, 5-10: D3 superficial wounds, 11-12: a minor wound. Roll randomly on the combat summary sheet to determine the location of the body affected. A roll is made for each 2 hours of instruction. The incidence of injury will go down with experience.

Bay Cryshell

Bay Cryshell is used primarily by caji who wish to enter the citadel but will be denied entrance because of their high Isho. The yords will stop muadra who carry over 10 points of Isho. Bay Cryshell is used by very few caji even though its location is ideal. Not only is the 10 gemule entrance price exorbitant, but the ground on which the kerning bay is built smells bad and is slowly receding into Mah-Ashalta Ca. There are no cul-de-sacs within this kerning bay. It is a large, single courtyard featuring 6 equidistant stone columns for kerning. No dyshas practice is allowed in Bay Cryshell.

Norjen Carr has run the Cryshell Kerning Bay since its construction in 3467. Now in his early fifties, Carr shows less open hostility toward muadra than during his earlier years. He was a member of the opposition group that clashed with muadra protesters during the late 3460's. He was appointed to the post by Dhardrenn's father, Khodre Allonkarb, who shared Carr's distrust of muadra. He rarely converses with his patrons.

Heathcoat Kerning Bay

Located just off Thombo Street in Dryce, the Heathcoat facility is much like the seedier kerning bays of South Side. Those treading the well-worn road to the canal have been subject to random attacks from orbs and bolts that emanate from inside Heathcoat. The bay has been closed three times since the date of its opening in 3471. Since its re-opening in the Eris of 3485, the Dryce kim has been required by the chell to offer protection to those traveling down Thombo Street. Attacks from the kerning bay have stopped, but problems with dytes (young caji who learn only the lightning blast dysha) have increased the popularity of body guards. The chell would crack down on the problem in Dryce if it could expect support from the local kim, but as it is, he can't spare any more yords for the area.

The Heathcoat Kerning Bay itself is perched atop a hillside, so the wind keeps it fresh smelling. It is a popular rest stop for homeless muadra, and a hotbed of insidious dysha practice. Tough muadra kids from nearby neighborhoods come to practice Desti and Shal on one-another. All sides abstain from using orbs from the Du group. Craig Pentitholl is a popular figure here. He has been teaching teenaged muadra lightning blast for years. Now in his forties, he has a loyal following of more than one-hundred muadra around Ardoth. He and his group have been linked to a number of crimes in the city, but there have been no arrests. His ambitions appear small and the chell does not see him as a major threat. The dharsage is in strong opposition to this philosophy and is planting agents in Heathcoat to discover more. The name of the organization is believed to be "Mah Vens," a play off of shanthic words that means nothing.

THE CHELL

The chell is a city's mayor (similar to, but more powerful than the mayor of an American city). The title is used throughout Burdoth and North and South Khodre. The present chell of Ardoth is Rhan Trohan, the popular successor to Marshill Cardis who retired in 3465.

The power of the chell began dwindling around the time of the Energy Weapons War, as military strength became Ardoth's key to survival and expansion. Darthis Torran, chell at the time of the war, fell victim to crugar attack. Under wartime powers granted him, Khodre Allonkarb appointed Rhan Harsri as Ardoth's regent until a chell could be appointed by the city's main kim after the war.

Historically, the dharsage and chell have worked side by side, the dharsage managing defense of the city's extra-perimeter, and the chell responsible for the defense and management of the city. The emergence of energy weapons altered this arrangement. Dharsage control of Earth-Tec has forced the chell to take a smaller role in the defense of Ardoth, and a greater interest in civic matters.

Most offices of the chell are located within the Halls of the Chell, a large building just outside the Dharsage Palace grounds.

Offices for the chell include the Office of:

Sanitation: Collects garbage by thombo cart. Some is dumped in the sea, south of Ardoth. The rest of the city's garbage is dumped in a landfill north of the city in the gulch left from old stone quarries. Offices are located in each district. Central office in the Halls of the Chell. Many tauther are chosen for sanitation work.

The Yords: Trains new yords. Located in the Halls of the Chell.

Cletch: Collects taxes. A drenn from each kimmit is responsible for their collection. City cletch (taxes) are collected each season proportional to property owned. Renters pay 10 gemules, owners of small homes pay 1 gemlink, owners of large homes pay 1 gem, and large property owners pay between 3 gems and 5 gemclusters at the start of each season. Central office is located on Breh Street in the Financial District.

Licenses: Ardothians are required to obtain licenses for most anything. A license is required for jerrid (marriage), yordehs, healers, hishtins, owning a thombo used for riding in the city, possessing an item of Earth-Tec, etc. Licenses range in price between 10 gemules and a few gemlinks. Those who ignore them run the risk of being asked to "show license" by a yord, and not being able to comply. Non-compliance carries stiff fines and work sentences.

City Relations: Stays in contact with other cities to promote communications, tourism, travel, and cultural exchange. The main office is located in the Financial District, with branch offices in other cities.

Klade Relations: Maintains relations with klades, as does the dharsage office by the same name.

Abandonment: Assigns orphaned children to families or to klades. Located on the Manser Strip.

Accounting: Manages financial functions for the city. Assists the chell with the fiscal budgeting. Located within the Hall of the Chell.

Maintenance: Cleans buildings, the city's walls and streets, waters plants, cleans kerning bays, and other performs upkeep functions. Offices are located in each district. The main office is in the Halls of the Chell.

Water: Continuously patrols the Cryshell River between its juncture at the ocean and its beginning at the edge of Glounda forest. Maintains the river levies and checks for sources of contamination upstream.

Port Services: Records charters for boats. Maintains the port facilities. Located in Port Gate.

Building: Determines neighborhood zoning. Office located in the Halls of the Chell.

Transportation: Maintains count of thombo, bochigon, talmaron, and ships in Ardoth. This office's main use is at time of war when these resources become of critical importance.

Standards: Checks and enforces standards of weight, distance, time, the calendar year, and money, which are determined by dharsage committees. Located in the Halls of the Chell.

Higher Law: The higher court system in Ardoth. Most civil and even criminal cases are handled by individual kims, but crimes against the city or the realm are tried at a higher level. Specially appointed judges (yorlissen) preside over such cases. Jury trials are required in cases of crimes against the realm. Located in the Halls of the Chell.

Appointments: The appointment office assists the chell in the selection of candidates for various posts and positions, including judges. Located in the Halls of the Chell.

KIMS

A kimmit is a neighborhood council made up of local residents elected to office. Falling under its jurisdiction are civil and small scale criminal disputes. Each kimmit selects one member to represent the neighborhood in the district kim. The kims set public policy for their district. A single representative from each kim is sent to the city kim, Ardoth's most powerful elected body. The city kim selects from its members one person to serve as chell.

Yords

The yords work under the chell, but take orders from the kims and kimmits. The chell will usurp the kims if orders are given the yords that are contrary to law or city policy. In addition to neighborhood yords, there are city-wide yords that patrol throughout Ardoth. They are a common sight on main streets, but they rarely enter residential neighborhoods. Stationed at the gates of Ardoth are the gate yords. They collect customs cletch (tax) when they inspect people and goods entering the city. Lastly, there are the frequently seen "wall yords" who patrol Ardoth's main walls. During times of emergency, the chell's orders take precedence.

Yords are the enforcement arm sent forth to maintain the peace (relatively speaking) and bring yordig-violators in for judgment. As they are recruited from the local populace, non-Ardothians are hired only by permission of the Office. Once chosen, the recruits are given a six month course in a pole-arm or sword of their choice (nothing too wicked, however), and a background in dealing with people and interpreting yordigs. They are then paired up with an experienced yord and sent on patrol in one of the calmer regions of Ardoth (Sobrin or Lelsh). After successfully completing their internship with their partners, the new yords are assigned to a yord-house in a particular neighborhood. Assignment is determined by the ability of the yord and the needs of the neighborhood, not on past familiarity with the area. They will work for 12-18 months at a time in their assigned area and may extend their tour by two-year terms if they wish and are found worthy.

During the third term in the yords, exceptionally bright individuals (Education 14+) may be given training to become "calprins" (investigators). These people are the detectives of the force and can move through their sections to gather evidence and build cases. Any characters undergoing this training are: Experienced with Current Events, Experienced at Fast Talk, and Familiar at Underground Information.

Some yords may be assigned to areas where weapon use must be kept to a minimum, such as Lelsh. Yords assigned to these areas should be given a +1 with fist, kick, and defend without weapon. They are also Familiar with Human Etiquette, which represents their ability to handle complex situations with a minimum of force.

Yords are organized into 10-man squads similar to the military. They generally patrol in pairs and often have regular

partners. Each squad has an officer, with the title of calt, who oversees the groups' activities. His superior is the yord-house commander, or "yordin." Each yord-house will have 5-15 squads each. Each neighborhood may have up to three yord-houses depending upon its size and temperament.

A note concerning Githerin: Githerin have a rightful place in Burdothian society, and their Klades perform services just like any other. Contract burglary, pick-pocketing and black-mail are sometimes allowed under the law. Assassination and physical assault are always crimes and people who commit such crimes will be prosecuted. However, if a githerin klade contracts to protect another klade from theft, it is answerable for any failure on its's part before a local kim. Some acts we consider crimes today have become accepted in the thriving metropolis of Ardoth.

Yorlissen (Judges)

Suspects arrested for minor offenses are heard before their kimmit. Crimes of a more grievous nature are heard before the district kim. Still, the majority of serious cases are heard by yorlissen (judges) appointed by the chell and approved by the city kim. Appealed cases are reviewed by the Keshtica Yordica, Ardoth's "Supreme Court." Members of this court are nominated by the chell and approved by Ardoth's kesht and keshtia in a public vote. The position is held for life.

THE ARDOTHIAN COUNCIL

The Ardothian Council was established at the end of the Energy Weapon's War by the Klein-Khodre Accord. Its purpose was to restrict the aggressions of the dharsage and those of the allied forces from Dobre and Lundere in an attempt to bring an end to a costly war - both sides suffered hundreds of thousands of casualties. The council is made up of representatives from the following 10 provinces and realms: Ardis, Lusail, Gauss Valley, The Sobayid, Tan-Iricid, Dobre, Lundere, Heridoth, South Khodre, and occasionally Temauntro. The first four on the list are provinces of Burdoth. A chiven rachueh (very disciplined ramian) from Voligire has been permitted attendance from time to time.

THE ARMY IN ARDOTH

The regular army units in Ardoth are threefold. The first is the Ardoth Garrison consisting of two legions: regulars and engineers. Second is the Citadel Guard, a unit dedicated to the protection of the Citadel proper. Last is the Ardoth Guard, whose methods and intentions are often hard to predict, but whose power should not be underestimated.

The Ardoth Garrison is a standard legion rotated out of the five Burdothian armies assigned to Ardis. The other three legions are generally garrisoned outside the city either south along the road to Miedrinth, or west in Glounda. The chosen legion is typically the best in the provincial army at the time. Being chosen for the City Garrison is an honor each legion covets. Competition for such placement is not unknown. The honor is rotated, along with the rest of the army, into a new province and position every two years.

The City Garrison is divided into four cohorts of 400 beings each. Usually each cohort has its own particular mix of troops. A typical arrangement would be two cohorts of mixed heavy and light infantry with talmaron scouts, one cohort of heavy infantry with bochigon cavalry, and one cohort of thombo missile cavalry. Thombo cavalry is strictly used as a mobile missile force and is not intended to engage the enemy in close combat while mounted. For more details on Burdothian military organization, see Companion Jorune: Burdoth. These cohorts are stationed in barracks at strategic points just inside the outer wall around the city. There is one posting in West Gate along the Cryshell, and another in Dryce, in-between the two Southern Gates into Vintch and the stocks. The most desirable barricade is the one in Sobrinth near the gates of the Citadel. In contrast, the least sought after post is at the North Side Gate, and many consider it punishment to be assigned there.

The Second Engineer Legion is a resident unit in Ardoth and never leaves. Calling themselves "The Ardoth Harms", these 1,000 troops have helped design and implement Ardoth's defensive perimeter. They maintain and improve the current walls, including adding some "new" pill-box-style gunnery emplacements overlooking the West and South Gates. They have reportedly rigged the bridges across the Cryshell for quick destruction, and, in contrast, also aid in the upkeep of the seawall and Southport Harbor. They are constantly seen heading projects around the Ardoth area, including the beginnings of the Glounda Road being constructed to the northwest.

Rounding out the military presence is the constantly changing number of galleys and cutters of the Burdothian Navy. A moderate sized harbor is maintained at the base of the fortress cliffs which sees steady traffic of ships and marines. At least four galleys with crews of 50 - 200 will be in this harbor at any given time. The main naval harbor is about 15 miles north of Ardoth near Monerey, but there is always a contingent of the fleet stationed off the coast of Ardoth.

The Citadel Guard is an elite unit permanently assigned to the Ardoth Citadel. Its troops are drawn from the Ardis army and consist of three cohorts of 400 medium and heavy infantry who specialize in defending this particularly important structure.

Barracked within the fortress walls, the citadel guard is under the direct command of the Citadel Cabal who coordinates all military activity within the citadel walls. The Cabal for the last six years has been Jerman Tobias, who has a reputation as a precise and demanding commander. The troops wear gray and scarlet armor (grunder and thalierian) and their shields are in the angular style of the Khodre household. Soldiers in the Guard are considered showpieces of the army, with their elaborately lacquered armor and precision drill parades. Actually, they are a highly effective force given their share of technology (rumored at 300 Earth-Tec weapons) and other excellent equipment. Soldiers found in the Guard will be at least seasoned with chosen weapons skills and be experienced with practical Earth-Tec skills. Contact with the Guard occurs mainly in the Citadel grounds where sentries and soldiers discreetly monitor all activity in the area. The new openness encouraged by Khodre Dhardrenn has the Guard quite busy handling all the traffic through the gates. The Museum of the Past's "Hands on Day" has them especially jumpy since the idea of toth handling energy weapons and devices inside the palace is enough to give any soldier nightmares...

THE ARDOTH GUARD

This is without doubt the most famous unit to bear Ardoth's name and is a separate entity, apart from the standard military structure. These soldiers represent the most resourceful, intelligent, and loyal men and women (and a few non-humans) that the dharsage could gather. They are all proven veterans, but more important, have shown the ability to think on their feet and solve problems. They act as the dharsage's per-

sonal bodyguards and oversee his special projects, such as the robots of Gauss, Mah Ashalta-Ca, and the Shendarri Sky-Realm. Organization is loose and free-form with no set cohorts or units other than 10-man "work teams" and 100-man "battle groups". Flexibility is the key to their success. While there are normally 1,000 troops in the legion, it is fleshed out by approximately 600 support personnel. This includes a contingent of iscin to help protect and maintain the large number of technological devices to which the legion has access. There is a special unit of 60 caji who are all copra (masters) in least three color groups. These caji work with the Guard in matters of Isho and Sho-Caudal, and seem to be given a greater degree of trust than might be expected by the dharsage.

Sholari Note: These 1,600 make up the Ardoth Guard which the public knows. There is another group of 200-300 members which are not so well publicized. These people serve as the covert operations unit. They are spread out across the human countries in places where no one knows them; these agents may appear as githerin, pickpockets, or a captain of a schooner on Lake Dau-ah-deh in the Khodres. While they may not wear the uniform, they are guardsmen nonetheless.

The Ardoth Guard was formed in 3441 by Khodre Allonkarb. It then consisted of 300 soldiers that Khodre left behind in Ardoth with energy weapons to protect the city against any further Crugar attacks. The rest of the army accompanied him to fight in Heridoth. When Khodre returned, frustrated by the Klein-Khodre Accord, he used these soldiers as the core of an elite unit. This group would be the edge of the blade when he struck out again at Heridoth and Dobre. He gave his Guard every resource he could and added the best veterans from the other legions. His son inherited the Guard, now 1,000 strong. Khodre Dhardrenn turned the group to a different purpose. Instead of a sword edge, they became a scalpel's razor. Dhardrenn used them for specific missions in which controlled force was needed. When a group of laser-equipped raiders attacked caravans in the Doben-al in 3480, the Ardoth Guard lashed out; the raiders were not heard from again. When the Ramian attacked in 3472, the Guard spear-headed the counter-attack which shattered the supposed colonization attempt. Their record is long and proud, although not without stains. The destruction of an entire town at the edge of the Doben-al was traced to Guard activity and the reasons were never disclosed. They guarded the shipments of Shirm-eh (for the dharsage) which were discovered by the Council, leading to Saress Khodre's loss of power in North Khodre. A sword cuts both ways.

The Guard has first claim on most of the Earth-Tech items which pass through dharsage hands. It is said that over 600 of Burdoth's energy weapons are used by this one legion. Every officer bears a side-arm and a few have been seen in B.E.D. and E.R.P. armor. Force-shields and repulapeds have also been seen in their arsenal. Thus, every guard will be at least experienced in practical Earth-Tec and some dabble in iscin skills. They are protective of their ancient wealth, but will not hesitate to use it as the need arises.

Most of the troopers wear the black and scarlet thailarian or grunder armor in combat, but this varies with individual tastes (you can avoid a lot of close combat with a blaster in your hand...). The standard uniform is a black, high collar tunic with loose black breeches and an optional rust and black vest. Over all this is the famous scarlet cloak with black trim which gives them their simple nickname, "The Red Capes." Most Guards are drenn and proudly wear their copras (the mark of their challisk) embroidered on their right arms, below the Talan and Pistol symbol of the Dharsage.

MILITIA

Ardoth supports the organization and training of a large militia force to supplement the professional military. These auxiliary forces consists of about 29,000 divided into 8 "legions" of 3,600. Each legion is drawn from an area of neighborhoods within or around Ardoth. For example, the 5th Ardoth Irregular Legion is drawn from Clavis, Arkin, and Es'Wother. Every legion is divided into cohorts of 900 each, and depending on the unit, consists largely of light to medium infantry. There are a few Thombo units, but not more than 1,000 total calvary men available. For every 25 troops, there is one senior Sargent (usually a veteran) and for every 225 troops is a lieutenant commander. Four cohort commanders are coordinated by a Legion Commander (Colmon).

Depending on the size and type of neighborhood, each kim contributes a set quota of people for training in a militia legion. They can either be proud recruits or people who have been sentenced to service by a civil court (also controlled by the kim; there is more than one way to fill a quota). Most units have a good Esprit de Corps and have a solid (even, if only part time), cadre. However, there are those that end up in repositories for drop-outs and criminals. With this variety of material to work with, the instructors in the Ardis Regional Training Cohort have their work cut out for them. This is a command structure set up by the dharsage to help insure a strong, useful militia. A permanent staff of 500 veteran personnel oversee the instruction and field maneuvers of the auxiliary legions in Ardoth. They act as officers when the army is in the field, and try to select suitable troops for positions of responsibility within each legion. While a certain healthy competition between legions is allowed, the officers make sure that each legion and cohort gets a chance to cross-train with others from Ardoth to keep any unit from becoming too iconoclastic.

Each recruit signs up or is inducted for a three-year term in the militia. This is a part-time service and means a five month training session in the eyes of the Training Cohort. This is followed by training one day every weekend on drills and weapon work, and three weeks per year in the field on maneuvers. Basic instruction in Earth-Tec devices used in the field is given since these units will probably be working alongside tec-equipped units. Basic weapons and armor (generally leather, sometimes mail) can be purchased from the city for a nominal fee (half price) if the soldier does not already have some. Other equipment (camping equipment, etc.) is supplied by the city. Soldiers with previous military experience, or who show ability, will probably be assigned as squad leaders and may move up as dictated by aptitude. Caji will usually train in their own sub-units within each legion. Boccord and any non-humans who join are integrated into the units as per their abilities and are treated equally in all circumstances. Any taint of prejudice is quickly crushed by officers in the Training Cohort. Training is fairly rigorous and the general level of competence is higher than might be expected from an irregular unit. A basic three-year enrollment gives the skills listed under the militia occupation listing in the character supplement.

Militia units are typically used as support infantry in the field or as the primary soldiers at the walls during a siege. Not as disciplined or skilled as professional soldiers, they are not expected to carry the battle, but are there to provide the mass of fighting strength needed to exploit gains or situations created by the core army.

CRUGAR

CHAPTER 4:
BACKGROUND ON ARDOTH

THE DECADE 3470-3480

The decade beginning in 3470 was tumultuous for Ardoth and its young dharsage. The problems began when Khodre Dhardrenn discovered information that the thriddle in his father's employ had kept from him. Next came the Council discover that the dharsage had was engaged in trade with the ramian of Voligire. Three years later came the Warp-Flash of 3475, a time when Ardoth lost its invulnerability to attack viaWarps. Although Ardoth is past the caos of the 70's, the people of Ardoth will never forget that time.

THRIDDLE TREACHERY DURING THE WAR

The decade beginning in 3470 was tumultuous for Ardoth and its young dharsage. In the first year of the 70's Khodre Dhardrenn learned that towards the end of the Energy Weapons War, thriddle in the employ of his father, Khodre Allonkarb, had located several caches of Earth-Tec but kept their findings secret under a directive from Tan-Iricid.

Without additional Earth-Tec, Burdoth had been unable to resolve the war in Heridoth, which eventually resulted in a stalemate and the signing of the Klein-Khodre Accord in 3445. It wasn't until 3457 that the thriddle claimed discovery of a new cache. By this time, Khodre Allonkarb had fallen ill, and Burdoth was at peace.

Khodre Dhardrenn uncovered the "Thriddle Conspiracy" quite by accident. While speaking with a citadel querrid, he was asked "Had your father known of the other cache sites during the war, he would have conquered Heridoth, Burdoth, and perhaps Dobre. Would you have favored his knowledge of the additional Earth-Tec back in 3442, given the destructive consequences it would have brought about?"

The question caught Khodre Dhardrenn off guard. He replied, "It isn't much of a question. There was only one cache at that time; if there had been more, no stalemate would have ensued in Heridoth, and fewer lives would have been wasted, and perhaps my father would still be alive. I would have favored the use of any Earth-Tec we could have..." His answer trailed off. The question troubled him; he was being asked to make an ethical choice as to whether his father should have had access to Earth-Tec caches.

Khodre Dhardrenn brushed the question off but later asked Kirra Ho-Trid, his mentor, what the querrid meant. "The young querrid was confused; this is clear, for now his confusion is yours."

Still troubled, Khodre Dhardrenn sought out the thriddle he had met earlier that day. Perhaps he could clear his mind after a quick chat with the querrid. When he arrived at Gateway the thriddle was nowhere to be found, his querrid booth was gone, and the other thriddle claimed not to know him. Because his right trid-node drooped, the querrid's appearance was easily described to the Ardoth Guard. They combed the Shen and swept the city. Later that day, an innocent looking thriddle was apprehended leaving Ardoth along the Krayll Road to the Guass Valley, presumably headed for Cosahmi. The poor querrid was questioned until Khodre had his answers.

Tan-Iricid had known the location of three other Earth-Tec caches during the last stages of the Energy Weapons War but kept their discovery a secret. The thriddle betrayed Khodre Allonkarb at the height of his power, prevented him from emerging from Heridoth victorious, and then planted themselves in Ardoth after the war to slow down future efforts of the dharsage.

Upon verifying this information, Khodre immediately ordered all thriddle to leave the city of Ardoth. Only thriddle directly involved in Ardothian Council activities could remain on Ardothian soil. The order included his mentor and long time adviser, Kirra Ho-Trid. Kirra tried in vain to persuade Khodre to take a less drastic course of action, one he would less regret, but Khodre was uncompromising. Within a week the thriddle were gone, most to Cosahmi, but many back to Tan-Iricid. Ardoth's coastline was invaded with the massive influx of thriddle refugees and in a few short months, residents of Allidoth, Monerey, Hoit, and Mar themselves felt like victims.

The overall literacy rate of Burdoth skyrocked as thriddle fadri hit the streets in search of employment. The youngsters who lived in the relocation areas during the thriddle expulsion from Ardoth are now among the best educated teenagers in the realm.

And what of Stanra So-Gomo, the poor thriddle who leaked the secret of the Tan-Iricid cover-up to Khodre Dhardrenn? He was shipped back to Tan-Iricid for extensive retraining in querrid protocol. Since that day, the thriddle are fond of referring to regrettable statements as "Stanra-ing, or Stanring."

Public sentiment ran strongly against thriddle for the next five years, as a wave of bigotry swelled in Ardoth. Unfortunately, only one year after the thriddle expulsion another discovery would be made, one that would make Khodre question the wisdom of disenfranchising Tan-Iricid.

DISCOVERY OF SHIRM-EH TRADING

The thriddle expulsion from Ardoth was but the first destabilizing episode in this decade. In the later months of 3470 came another, more serious revelation. The Ardothian Council uncovered evidence explicitly implicating Khodre Dhardrenn in shirm-eh trade with ramian gire off of Burdoth's northern coast. Though only discovered recently, it had in fact taken place continuously since the time of the Energy Weapons War, arranged initially by Prince Khodre Allonkarb. The stigma against trading shirm-eh with ramian brought great anger by Ardothian Council members against Khodre. It was believed that with enough shirm-eh, Voligire would go to war against neighboring realms. The dharsage trading was seen as a venture void of morality.

Because the accusations and dharsage admission were kept secret, most Ardothians are completely unaware of this entire episode. The press never got hold of this story. This was just as well, as shirm-eh trading is a capital offense and might have led to civil war.

The council demanded that all shirm-eh trade to Voligire be immediately halted. Khodre protested, but met this restriction under the threat that the council would publicly disclose their findings if any more trading was detected.

Khodre claimed that a plague was raging out of control in Voligire, and the supply of shirm-eh he provided Voligire was intended to help the sick and dying, and not to empower ramian gire to embark on invasions. Though Tan-Iricid had disclosed detailed information about Voligire in the past, Hono Gomo, the Tan-Iricid council member, said nothing to support Khodre. As an "undesirable" in Ardoth, Hono felt no need to support the dharsage position or substantiate his claims, even though Tan-Iricid was aware of the Voligirian Plague.

The ramian of Voligire waited for three months for their overdue shipment of shirm-eh before taking matters into their own hands. The ocean warp in the Waters of Vosule had already closed, and the only way to get their shirm-eh at this point was to sail past Burdoth to the East Trinnu Jungle Lands, and forage for it. The ramian armada set sail in late 3471.

THE RAMIAN INVASION OF 3472

> "By the time I received word of the situation, there was no time for rational thought. The ramian armada was headed for Lelligire and we had to stop them. I bought precious time for fleeing families by sending our fleet to intercept the ramian flotilla. Those 3600 members of the militia and navy died in the hope that the city might survive."
>
> Penzer Cattletross, before the Dharsage Review Committee

Less than two years after Khodre Dhardrenn expelled thriddle from Ardoth he was faced with a tremendous threat. A ramian armada had made its way down the coast of Dobre and was being held at bay by the combined forces of Sychill and Uden. In retrospect, it was easy to understand their motives; they were undoubtably making their way to the East Trinnu Jungle Lands for the abundant shirm-eh growing wild there. At the time however, the Burdothians and Dobrens saw but one motive: Invasion.

Unable to penetrate the powerful Burdothian and Dobren fleets, the ramian send part of its fleet to enter Burdoth along the northern coast at Sydra. The ramian remembered that during the Invasion of 3113, large plots of shirm-eh were cultivated south of this city. As a diversionary tactic, single ramian ships fought their way through the Straits of Loo'Hoss and headed straight for Ardoth in an attempt to divert as much military force from the Sychill Sea as possible. This caused quite a stir in the capitol, but the closest a ramian vessel came to Ardoth was Polpedroth where it was destroyed off the coast.

When the shirm-eh searchers of the ramian armada passed Lelligire, they found themselves opposed by a small, poorly organized fleet. After a short naval engagement, they sank most of the opposing ships, followed the remainders back to port, burned the docks and port area of Lelligire, then returned quickly to Sydra. Once there, they hastened inland where they found the sparse patches of shirm-eh. Gathering up all the shirm-eh their ships could carry, they left Sydra and returned home to Voligire.

When the main armada learned of the mission's success, they disengaged the Burdothian and Dobren vessels and headed home.

Khodre Dhardrenn faced angry representatives at council meetings during and after the war. It was believed that the ramian invasion could not have taken place had the dharsage abstained from shirm-eh trade with Voligire. In a complex set of negotiations reached in 3474, Saress Khodre (Khodre Dhardrenn's half sister), ruler of South Khodre, agreed to allow a council contingent to set up mining operations in North Khodre and to let the profits help pay the damages incurred in Sydra, Lelligire, Sychill, and Dobre. The duration of the mining operations would be fifteen years. During that time, she would act only as a figure head in North Khodre; effective rule would be by the council contingent.

Although this settlement eased Khodre Dhardrenn's political woes, a greater catastrophe would strike within the year...

THE WARP FLASH OF 3475

The year 3475 was a time when Ardoth was just beginning to restabilize after the Ramian Invasion. In this same year, heralded by a terrific Isho storm, a freak anomaly never known to happen in Ardoth occurred. On Eris 14, 3475, for the first time in human history on Jorune, it became suddenly possible to create warps in and around Ardoth. The dharsage military was in turmoil. Every ramification imaginable was discussed. Many felt that the ground tremors experienced the day before the Isho storm might have nullified their city's special invulnerability to warp-attacks.

Ardoth had faced every other conceivable military threat at some time in its past, but it had always been inexplicably warp-impervious, safe from shanthic assault. The dharsage and its iscin attempted frantically to determine the cause of this anomaly and to return Ardoth to its previous state. A cohort of Ardothian soldiers was sent immediately to Glounda on the assumption that shanthas in the forest might be responsible.

Word of the Warp-Flash spread throughout Burdoth and beyond in a matter of days. Thriddle rushed by the thousands to Ardoth's gates, begging to be allowed entrance to examine the anomaly. The yords at the gates turned the thriddle away, stating the dharsage mandate that prohibited thriddle from entering the city.

During the middle of the day on Eris 19, 3475, another, more powerful, Isho storm engulfed the area around Glounda. So powerful was this storm that homes were set ablaze. Daijic were pulled from the streets and yords went door to door to encourage muadra to kern. Muadra took to the streets, filling the kerning bays to capacity. Even some humans experienced discomfort and were brought to kerning bays to discharge. The skies flashed with bright, exotic discharges of light that centered over Glounda's southern edge.

Standard operating procedure would have brought home the

soldiers in the forest at the first sign of an Isho storm, but two days later, there was still no word from the cohort. Worry led to grief three days later when a soldier's mangled body was found lodged in a tree outside the citadel near Nemain. The next day fishing vessels recovered two more bodies in Ardoth Bay. All three men were identified as members of the 400 soldier cohort.

Faced with a crisis of mounting proportion and no promising reports from his iscin, Khodre Dhardrenn reconsidered his expulsion of the thriddle. If nothing were done, the situation seemed certain to further degenerate. The thriddle offered their services to the dharsage, requesting in exchange only that they be allowed to investigate such an important natural event. Khodre agreed, and arrangements were made to house the thousands of thriddle that poured into the city. A new Shen construction was begun, one that was intended to be temporary. It remains standing (in 3487) in the far area of the Sobrinth neighborhood, behind Danes. The thriddle bargained hard for this location, for it would put them close to Mah Ashalta-Ca, a place the shanthas call the "Heart of the Darkness." The thriddle knew that this would be the right place to investigate.

Two weeks after the thriddle re-entered Ardoth, the Warp-Flash was over. They are generally credited with bringing it to an end, although the solution has never been explained to the Ardothian people. The entire incident is remembered as a time of confusion, and is still a lively topic of discussion, twelve years later.

"THE WARP-WALKER"
The Eelshon She-evid

Though the dharsage has never released a report on the disappearance of the 400 men lost in Glounda forest, popular belief is that they fell prey to the Eelshon She-evid, the "Warp-Walker." This legendary creature of shanthic origins is believed to reside somewhere in Glounda. In the shanthic mythology, twelve shanthas created the Eelshon She-evid. Seven Ca-Shal, three Ca-Tra, and two Ci-Ebba. They created a creature capable of great destruction to those who would tamper with Sho-Caudal. In the epic version of this legend, the twelve Eelshon Sholari hold open a warp into the Dobenal fortress of their evil lamorri oppressors. The sholari are themselves destroyed as their construction passes through and they allow the warp to fall.

If such a creature existed, it would have the following game stats:

Eelshon She-Evid

Reaction:	Manic	Skin:	Bone
Advantage:	+4	Speed	4D6
Defense Size:	+15	Defense Success:	7
Attack Strength:	+6 (swat)	Attack Success:	7 (swat)
Attack Strength:	+11 (grab)	Attack Success:	12 (grab)
Attack Strength:	+13 (teeth)	Attack Success:	13 (teeth)

To Hit Body: -8, Arms: +0, Legs: -2, Head: +1

The Eelshon She-evid is said to be more than 50 meters in height, of unknown weight, and capable of leaping over almost any obstacle. It can sustain significant damage without losing mobility or strength. Only a wound labeled "death" will effect the Eelshon She-evid, and that wound will dismember only the target site hit. The Eelshon She-evid can continue in combat with missing limbs. After three such injuries, or one to the head, the creature will use its remaining Isho to create a warp and climb through it, coming back later for its severed limbs. The only way that the Eelshon She-evid can be "killed" is for it to sustain another "death" injury before it can exit through a warp. If you believe the legends, this has never happened.

A dozen or so superficial wounds can annoy the Eelshon She-evid. During a supposed encounter in Ros Crendorian History, the beast was driven away after dozens of boulders were catapulted upon it. The Eelshon She-Evid appears in the legends of cultures all over the planet.

The Eelshon She-evid lies dormant except at times of great Isho storms. It resides all over Jorune, depending upon where the warp mappings take it. It spends most of its time in stasis, gathering Isho and purifying its Isho thoughts.

This "creature" is not intended for standard campaign play, but continued sightings in Glounda over thousands of years do suggest its actual presence. A group of player characters may someday encounter this legendary entity of Isho and crystal. May they have the best wishes of all sholaris.

AFTER THE WARP-FLASH

Ardothians hoped that the thousands of thriddle flooding into their city would be able to quickly end the Warp-Flash. They were right. After a brief, but powerful explosion centered in Lower Manser on Eris 37, 3475, Ardoth again became warp-free. The problem has not recurred since. Although rumors still abound as to the thriddle's solution, only a few witnessed the event firsthand. The role of the thriddle in this episode remains a popular topic. It has been suggested that Tan-Iricid caused the Warp-Flash to begin with as a ploy to get thriddle back into Ardoth. Others have claimed that abuse of dharsage energy weapons caused the warps. There are even those who believe that shanthas (perhaps those from Sho-Ecta) caused the Warp-Flash; many remarked on the absence of shanthas during the whole episode.

Twelve years have passed since the time of the Warp-Flash. A constant flow of rumors has circulated throughout Ardoth offering wildly varying explanations. One of the more accredited stories in 3475 came from an anonymous yord who claimed that the ground in Mah Ashalta-Ca opened up, emitted a bright green glow that pierced the mists, and swallowed four of his fellow yords. It then closed rapidly, right before his (and only his) eyes.

The Isho geography in and around Mah Ashalta-Ca has been especially active lately. Copras (caji masters), hishtins (boccord trained at interference), and the shanthas from Sho-Ecta (in the stocks) have sensed an instability in the Isho. The dharsage and chell are growing concerned, but so far the situation has not boiled over into strong public reaction. Most Ardothians chalk it up to a change in the Isho weather. "Perhaps it's time for another big Isho storm over Glounda..."

BELIEFS IN ARDOTH / RELIGION

Ardoth was founded as an outpost for humans after the Human/Shanthic War. As a safe haven from shanthic assault, it grew in size and numbers, attracting muadra, boccord, woffen, bronth, crugar, blount, salu, corastin, thivin and scarmis. Tolerance has been essential for co-existence in an atmosphere of great diversity. In Ardoth, the music of the thivin have never been silenced, nor has the drinking and gambling of the woffen shenters been repressed. The acceptance of different customs

has helped unify Ardothians and thwart several attempts at cultural dominance by majority groups.

There is no official religion sanctioned by the chell or dharsage, and personal beliefs are usually kept private by those in public office. The tenets of most Jorune religions stress private worship, asserting that small assemblies in the home or in modest temples are most appropriate. Institutionalized religion has found little ground upon which to grow in Ardoth. The churches and temples of most cultures are small, and mainly functional. Permits are required by the Chell's Office of Registration before land can be used by religious organizations, but the granting of such permits is usually impartial. Only certain parts of each neighborhood are zoned for use by institutions and religions. By law, contributions and tithings can be paid only on authorized church or temple grounds. Outside fund raising is expressly forbidden.

Ardoth has been brought to the brink of civil war several times over its three thousand year plus history. In each episode, the crisis resulted when a small majority (as Ardothians call it) attempted to take power and enforce their own cultural and religious doctrines. At the end of each such uprising, a new chell and dharsage have been chosen, the group disassembled, and their leaders exiled.

The variety of religions in Ardoth is a tribute to the number of diverse philosophies that have converged here. The religions most respected by the populous at large are the Isho religions (of which most Ardothians believe bits and pieces), the terran religions (which are less common), and the Iscin religions, which are practiced only by the Iscin races themselves (human society considers their history and belief the "Iscin Legends"). There are many other systems of beliefs with avid followers, but they are uncommon.

Here is a brief outline of some of the more popular religions practiced in Ardoth:

SHO-CAUDAL: Sho-Caudal is the shanthic name for Jorune. The Sho-Caudal, or "Isho Religions" are popular with muadra and caji, and have found greater acceptance into human society since the Energy Weapons War. In these religions, Jorune is alive, and all living creatures are part of its fabric. The copras of the dead return to Sho-Caudal, bearing with them the personality and Isho of the deceased. Many Ardothian customs surrounding death have grown from these religions, even thought the source of traditions are typically lost through the ages.

Forms of the Sho-Caudal religion are practiced mainly by shanthas, caji, and humans. The religion of the shanthas is extraordinarily complex and is based upon the seven moons of Jorune, and the effect they have upon Jorune's Isho. Few humans have ever comprehended the depths of shanthic belief. The caji version of the religion is far less complex, but maintains many of the principles. The human version is the most common, and keeps only a few key aspects of the Sho-Caudal religion practiced by the shanthas. The seven moons of Jorune have led to seven sects of the shanthic religion. There are no such divisions for the caji and human versions.

Following the tradition of this religion, at the time of death, hands of the deceased are placed together and crystal dust is sprinkled over the body, ensuring rapid passage of the naull through the sho-sen, or Isho wind, on its journey to the heart of the planet, from which all Isho is born. The afterlife concept in the Sho-Caudal religion is popular with even those espousing another faith or no religious creed at all. Some kerning bays offer "naull orb" lessons for humans, to teach them to release their copra at the time of their death.

Isho "ghosts" have been seen from time to time throughout Jorune's history, lending credence to religious zealots. Although not fully understood by humans or shanthas, these apparitions appear to be created as the result of an Isho storms's magnification of a dying person's copra. Such occurrences are rare, and few Ardothians have ever seen "ghosts." Shanthas find such animated copras of humans distressing, and will sometimes lend a hand extricating the Isho from these apparitions.

TERRAN RELIGIONS: There are a number of Ardothians (mainly human) who believe that the starfaring race that planted them on Jorune were deities. The two opposing sects of this religion are the "Ettons," and the "Kerell." The Ettons oppose the use of Earth-Tec on the grounds that it breaks the sanctity of these religious artifacts. They believe that humans were banished from Earth for using their technology and that it should be laid to rest, not used. A dharsage directive mandates that Etton members be permitted "Absolutely Nothing of Value from the Dharsage Stores." In cases of missing Earth-Tec, the Ettons are often blamed.

Unlike the Ettons, the Kerell are an Earth-Tec intensive people; they opt for rapid drennship in an attempt to get their hands on whatever technology they can. Unlike the Ettons, the Kerell believe that humans came to Jorune of their own free will to help the shanthas, but were brutally betrayed by members of that same race. To them, the Earth-Tec is a reminder of the fantastic power of their ancestors. The doctrines of the Kerell exclude muadra, boccord, and other non-human races. The dharsage is very cautious before lending out any item of Earth-Tec to members of the Kerell religion. A Kerell member feels good carrying a blaster. Earth-Tec possessions play a major roll in the class system of the Kerell. An adolescent does not reach true "adulthood" until he or she is in possession of a powerful Earth-Tec device.

There is a watered-down version of Etton that is more common than Etton itself. Called "Sanster," It maintains a sacred status for the starfarers and their implements, but allows the use of Earth-Tec. The followers of this faith discuss their religion in private only, and never in casual conversation. Of the three terran religions, Sanster maintains the most formal institutionalized setting; members meet once each week, pay tithings to the "Engineer" and attend numerous social functions. Their money is spent to support search expeditions for Earth-Tec caches.

ISCIN RELIGIONS: Most members of the Iscin races are believers in one form or another of the Iscin legends. The cultures of the blount, crugar, cygra, woffen, bronth, and the newly discovered tologra all depict Iscin as their creator, a human above all other humans, one gifted with the powers of creating life. Still, as a human, he can be revered, but not worshiped. To other iscin races, the crugar are seen as demons for their role in Iscin's death. They have been hated and despised by the uneducated of the Iscin races for millennia. The crugar accept the charge that a crugar, "Choundra," killed Iscin, but only in an attempt to kill the "Mow-Caw," the anti-human. Journals of Iscin's last days have never been found. The crugar believe that if the "Stocha Acurr," or sacred scrolls, are ever found, the persecution they have faced from the other Iscin races would end. Other sources call this claim "premature."

Some of the various other religions:

Ancient Faiths: There are remnants of terran religions still alive on Jorune. They include elements from Christianity, Judaism, Buddhism, Islam, and others.

The Dysha Religion: The Isho is worshiped as an abstract deity. This is a weird, bastardized form of Sho-Caudal. The future is foretold with it, life and death are encompassed by it, and weaves of it are miracles in the hands of its caster. The formal name of this religion is "Dypra."

The Pluran Religion: Pluran is a very, very old religion on Jorune that worships a monotheistic god who intended only pure-strain humans to survive on the planet. The members of this religion have created intense reactions in those they persecute; they are barely tolerated in many communities, and prefer to live in exclusively human neighborhoods and towns.

The Mundell: A monotheistic religion that sees the world in shades of good and evil. Humans and humanoids, the Iscin races, some shanthas, and the mutant races (salu, acubon, trarch) are good, or at least neutral. Antithetical to these are the ramian, scarmis, and cleash. They are seen as devil spawn by the Mundell worshipers. Their temple in Dryce is underground, which worries non-Mundell neighbors. Scarmis living in nearby Oiders have complained to yords about the "thatch burnings" in which their homes have been destroyed by Mundell worshipers. The chell's office is considering filling the entire Mundell underground complex with gravel. A legal battle is slated to begin next month.

EARTH TECH AND THE MILITARY

These are some additional technological devices which the Burdothian army often utilize. They have the same restrictions as stated in the Sholari Guide, unless noted otherwise.

Power Harness: X: 12 gc

This is a strength enhancing framework designed to fit a normal human (size 1). It increases the character's strength to 17 (or the character's own strength, whichever is greater) and adds 3 to the character's size for strength and offensive purposes (lifting, damage, penetration). It does not effect defense and since it is an open framework, does not act as armor. It also subtracts 2 from advantage since it is somewhat cumbersome. One power cell will energize this device for 12 hours of operation. If worn unpowered, the character can barely move (-10 advantage, -7 speed) and has no increase in strength. Although this device does not require a human hand-print, it will only fit normal sized humans.

Battle Harness

This is powered combat armor. It acts as per the Power Harness, but it only subtracts 1 from advantage and is equipped with the equivalent of B.E.D. and E.R.P. armor. It also includes a set of viewers and a comlink. Only 10 of these are known to be found and are rumored to be in the hands of the Ardoth Guard. One power cell works for 10 hours in this device.

Hover Car

These vehicles derive their lift from a form of repulsion similar to that of the power-ram energy weapon. Each can carry 6 passengers and driver. Since the controls are computer assisted, the craft is not difficult to operate. The car has a maximum speed of 250 kilometers per hour and has a built in fusion power plant which requires fueling with water after one week of operation. The nature of the support field causes a loud hum and occasional appearances of sheet lighting under the craft. Maximum altitude is 10 meters. The structure of the car has a force shield with 60 points and the car itself can take 20 points before penetration and damage occur. Anyone under this vehicle when the field is on will suffer damage as per a field ram -2. If the field is deactivated, the car settles to the ground slowly and automatically. The car has a built in locator. Only 6 of these cars are known: 4 with Khodre and 2 with the council.

Repulpeds: X: 4 gs

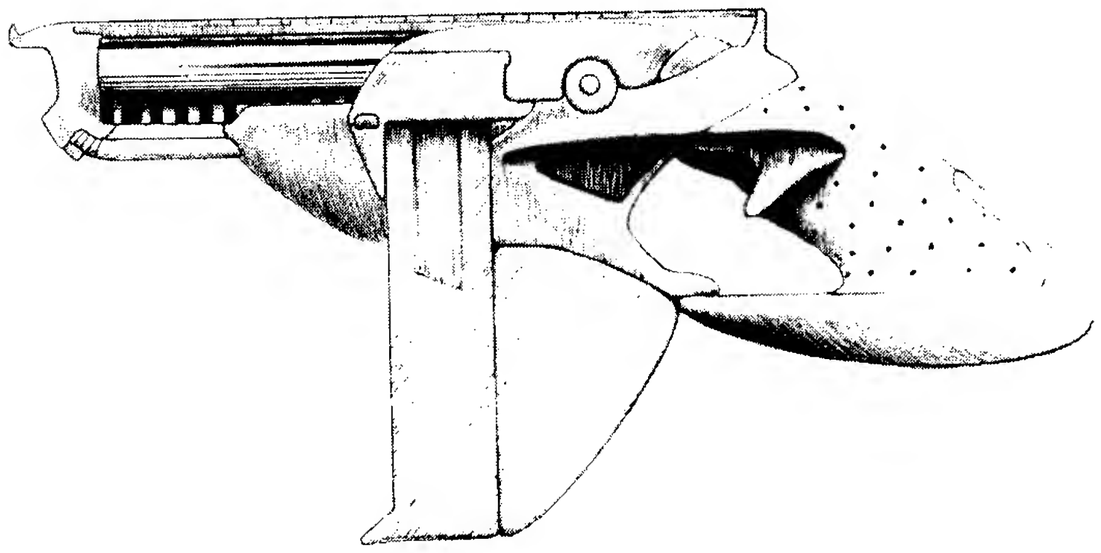
These are small, one-man platforms which move using the same principles as the Hover Car. Speed is 60 KPH with a range of 1 hour on a power cell. It has a bank of 3 power cells from which it can run. Since it is an open, pedestal style vehicle, about 1 meter across, it provides no protection, but its force field will act as a field ram (-3 injury) to those underneath. Thirty to forty of these vehicles are known to exist and while many are used by the military, some can be issued to others.

Sonic Blades: X: 12 gc

These are high tech tools shaped like single-edged knives and swords. The leading edge of this tool projects a sonic field which disrupts the molecules of the struck object allowing the blade to cleave deeply and cleanly (+2 to penetration, +2 to injury). Intended as tools, these objects have been put to somewhat less constructive use. A power cell will power one of these devices for 1 hour of operation. They come in knife and sword forms that are unbalanced for weapon use; penalize all such attacks by +4 on the roll to hit.

Scan Grid: X: 1 gs

This is a small (20 cm x 30 cm) device which when activated can detect, and differentiate electromagnetic fields. This allows the operator to detect energy sources and even the subtle biological electrical activity of living beings. It takes an iscin with Iscin Earth-Tec skill of level 3 to operate and it has a range of approximately 244 meters. A function cell will power the device for one month of continuous operation.



A t the Drenn Wall

CHAPTER 5:
ARDOTH RESOURCES

Ardoth Population: 325,000

52%	Human
19%	Muadra
14%	Boccord
5%	Thriddle
5%	Woffen
3%	Thivin
2%	Bronth

Salu, crugar, acubon, corastin, scarmis, shanthas: < 1%
Ramian, croid, cleash: << few or none of each at any given time.

For encounters with people not described by the Sholari Guide, use the following charts.

Random encounter employment.
Roll D6 to decide between Dharsage, Chell, Kim, and Council offices.

1	Dharsage
2 - 3	Chell
4 - 5	Kim
6	Council

D100 below to determine the specific office.

Dharsage Offices

1 - 15	Adjustment
16 - 20	Appointment:
21 - 30	Cletch
31 - 36	Council Relations
37 - 45	Councilers
46 - 52	Earth-Tec
53 - 60	Energy Weapons
61 - 66	Finance
67 - 69	Investigation
70 - 71	Klade Relations
72 - 73	Relocation
74 - 80	The Chell
81 - 86	The Daijic
87 - 91	The Realm
92 - 100	War

Chell Offices

1 - 5	Abandonment
6 - 20	Accounting
21 - 26	Appointments
27 - 31	Building
32 - 35	City Relations
36 - 42	Cletch
43 - 48	Higher Law
49 - 51	Klade Relations
52 - 53	Libraries
54 - 58	Postal service
59 - 73	Licenses
74 - 80	Maintenance
81 - 85	Port Services
86 - 90	Sanitation
91 - 92	Standards
93 - 95	The Yords
96 - 98	Transportation
99 - 100	Water

Kim

1 - 3	City kim member
4 - 15	District kim member
16 - 45	Neighborhood kimmit member
46 - 65	Kim cletch office
66 - 75	Chell relation officer
76 - 85	Dharsage relation officer
86 - 100	Yord duty patrol officer

Ardothian Council

Representing:

1 - 10	Ardis
11 - 20	Lusail
21 - 30	Gauss Valley
31 - 40	Sobayid
41 - 50	S. Khodre
51 - 70	Tan-Iricid
71 - 75	Heridoth
76 - 80	Dobre
81 - 95	Lundere
96 - 100	Temauntro

For:

1 - 23	Dharsage relations
24 - 60	Servicing
61 - 80	Messenger
81 - 95	Council chamber administrator
96 - 100	Council representative or agent

Positions for city offices

1 - 12	Accountants
13 - 25	Administrators
26 - 52	Clerks
52 - 55	Dharsage or Chell reporter
56 - 65	Errand runners
66 - 73	Personnel for clean up
74 - 75	Public relations officers
76 - 80	Requisition managers
81 - 92	Scribes
93 - 97	Trainees of all types
98 - 100	Travel Deputies

Roll 2D6 to see how well they do their job
Roll 2D6to see how polite they are
Roll 2D6to see how much a person likes their job
Roll 2D6 to see how well liked a person is at work
Roll 2D6 to see how long they've had their job
Roll 2D6 to see how things are at work right now

Make D100 rolls to determine neighborhood of the Klade Bay, then roll below to determine the specific klade. Invent your own klade on a roll of "Other."

KLADES

1 - 12	Bohod Klades
13 - 30	Klades of Hudson
31 - 51	The Cassadons
52 - 64	Gauss Valley Associates
65 - 72	Kipkle Klades
73 - 85	Lorgin Klades
86 - 98	Pesade Klades
99 - 100	Other

BOHOD KLADES

1 - 20	Barrij Klade: Ropes
21 - 40	Shelt Klade: Sails
41 - 53	Yampher Klade: Sail repair work
54 - 70	Bohod Klade: Cushindell silk sails.
71 - 90	Shoukt: Wines
91 - 100	Other

KLADES OF HUDSON

1 - 12	Spallor: Blades
13 - 20	Kindrich: Armor
21 - 40	Halby: Thombos
41 - 50	Lassiltroff: Cabinet makers
51 - 65	Hobra: Horse training
66 - 80	Ginja: Yords
81 - 90	Learson: Corastin movers
91 - 100	Other

CASSADONS

1 - 12	Belli: Stoneware
13 - 25	Clerbish: Theatrics
26 - 60	Oriem: Creams made from the tullidge stalk.
61 - 85	Shelp: Carvers: Recently finished Palace furniture.
86 - 100	Other

GUASS ASSOCIATE KLADES

1 - 8	Triwerse: Cobbler klade. Not very good.
9 - 25	Iscin: A klade of iscin researchers.
26 - 50	Jahadda: A pharmacy klade.
51 - 65	Liggnie: Durlig Klade.
66 - 85	Mooslek: Feeders. Bring grazing foods to city stocks.
86 - 100	Other

KIPKLE KLADES

1 - 10	Astilene: Gateways, grates, locks.
11 - 28	Letros: Yord klade
29 - 35	Shencle: Clock makers
36 - 65	Hichandricks: Tailors. Import Lelligirian Cushdin silk.
66 - 88	Shelpedy: Cream klade. Competes with Oriem.
89 - 100	Other

LORGIN

1 - 12	Kastril-don: Fabric and clothing (family from Lelligire)
13 - 23	Aciloss: Yords
24 - 44	Dainayne: Cleaning services
45 - 66	Lermpha: A small group of limilates builders.
67 - 75	Mersigh: Tanners
76 - 80	Rutterbus: Caterers. Deliver and serve.
81 - 88	Scheadir: Paper klade
89 - 94	Ubrissa: Groomers. Hair, nails, tailors.
95 - 100	Other

PESADE

1 - 15	Aggum: Tarro training
16 - 35	Codesh'en: Tailors
36 - 45	Diomis: Glassware
46 - 60	Lalbin: sculptors
61 - 75	SonraTey: Sea merchants
76 - 85	Untina: Perfumes
86 - 100	Other

Ardoth location section:

Districts & Neighborhoods: a '*' indicates that the area does not have a kimmit or kim.

Section, District, Neighborhood
CITADEL
Gateway
    Klasprin
North Cryshell
    North Quarters: Setta
    North Quarters: Lorri
Hall of Splendor*
    Treegs Museum
    Museum of the Past
    Botanical Gardens
    Ardoth's Zoo
    The Chell's Home
    The dharsage Palace
Offices of the Dharsage*
Offices of the Chell*
Financial District: Dharsis
    Palzer
Council Grounds*
    Ardis
    Tan-Iricid
    Dobre
    Lundere
    S. Khodre
    Lusail
    Gauss Valley
    Sobayid
    Temauntro
    Heridoth
    Citadel wharfs
Bazaar
    North
    South
Oldcity
Nemain
    Sobrinth
    Sobrin
    Hailer
    Danes
    Shen
Manser
    Lower Manser
Ald
    Ambiss
Lelsh
    Kinster
    Ellelsh
    Anamber
T'Haynian (Thanes)
North Side
West Gate
Shandane
Clavis
    Lola
    Sharben
Arkin
    Persis
    Wolton
    Laprendell
    Tocour
Es'Wother
T'Lane
    Rappenat
    Cryer
    Laysis (Isho Free Area)
Siders
Port Gate
    Fisherman's Quarters
    Main dock
    Dock 1
    The wharfs
    Docks 2-5
Klade bay
    Bohod Klades
    Klades of Hudson
    Kipkle Klades
    The Cassadons
    Guass Associate Klades
    Pesade Klades
    Lorgin Klades
Oiders
    Central Oiders
    Moether Klades
    DharWin
Dryce
Dich*
Stocks*
Southside
Vintch
    Othen
    Draugna
    Huston
    Vintra
Durris
Other
Derrid (Isho Free Area)*
South fields*
Delta fishing villages*
Cryshell River people land*
Glounda Tent Areas*
Northern Cliff Homes*

Adventure Spots around Ardoth

Kinster, near the Manser Wall: Citadel patrols spot prowlers 2 nights in a row. Patrols stepped up. Rewards posted 1 gm.

A fire last week burned a one story building to the ground. Both owners were killed in the blaze. Rusper was stored in the building, but the jars in the basement were untouched. Power cells were found in false bottoms of their crates.

Human body found in cud-de-sac in Dryce. Multiple flinger wounds. Occurred at the site of impromptu kerning bay.

Pile of spent power-cells found in back alley in Arkin. Yords investigate.

Warehouse of rare spices leak in Northside. Health hazard.

Drenn matron in Ellelsh reports theft of several family challisks. Reward posted 5 gm.

Woffen sewer rat climbs up from Lower Manser into Kinster found sleeping regularly in basement of house.

Thombo stomps thivin caravan leader in Upper West Gate when beagre attack.

Bad durlig appears in the Vintch neighborhood. Possible poisoning. Investigation begins in Huston.

Group of pullers refuse to go to fields. They have been threatened with dismissal if they don't return. Atmosphere tense in the South Fields.

Small abandoned house in Manser is rumored to be haunted and is leaning over the edge into Lower Manser. Site is roped off and declared unsafe. Children still found roaming through the house.

Dich: large bochigon goes on rampage in a coral, releasing animals into the country side. Thivin round them up.

Accidental fire temporarily causes the closure of the Winsin-Meyer Flat Dough Cafe.

Group of yords arrest yordeh Palmer Gintch from his offices financial district and escort him into the citadel. All inquiries meet dead ends. Friends think that Palmer might have been mixed up with the Treagant clep cover-up.

Illegal, non-dharsage gemlinks found used in the bazaar.

Champion of last year's beagre hunt on Eccrith Street in Dryce found breading beagre in his basement.

Ten authew are driven from the Es'wother neighborhood by the woffen living there. They now wander the nearby streets and are a problem for the other neighborhood.

Caji goes crazy in the kerning bay just outside the citadel and takes down four caji who are kerning to enter Cryshell.

Several Thriddle are accused of dismantling the querrid booth of Hotro Go-Otmo, a querrid who had asked imprecise questions.

Companion Jorune: Ardoth

Ardoth has long been the human stronghold on Jorune. Within its walls lie the impressive Cryshell Citadel, home to the Dharsage Palace and the Ardoth Guard. Descriptions and maps of the city and its neighborhoods deliver what you're looking for. From the gambling and smuggling of the Uden Den, to the crystals and cleash capsules of the Shettro House, it's all there and it's ready to game. After exploring Ardoth's surface streets for a while, why not take a jaunt down to Mah Ashalta-Ca, a place that shanthas call "The Heart of the Darkness." Here you will find the secret that has kept Ardoth "warp-free" since the days of the human/shanthic war.

Contains:

City maps detailing the streets and neighborhoods of Burdoth's capitol city, background on Ardoth that explains the Warp Flash of 3475, thriddle treachery during the Energy Weapons War, and the discovery of Shirni-eh trading with the Iamian. Also: more Earth-Tec, encounter tables for Dharsage and Chell personnel, descriptions of Ardoth's more famous kerning bays, details of the Ardothian Council, the Army in Ardoth, the Ardoth Guard, and Ardoth's Militia. Included are stats on the Eelshon She-evid (shown on cover). Limit: one encounter per player-character.

ON THE COVER:

Shortly after the Warp Flash of 3475, an eight-tekton addition disappeared in the Crowded Forest. Ardothians believed that they had captured the Eelshon She-evid, "The Warp Walker." Legend speaks of a "being" that lives in the bark, climbing through self-made warps, dispatching all it encounters. For many years the legend has been quiet, but stats of another She-evid are born in the campaign scare.

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